



TOURNAMENT RULES

March 21-23, 2025

Edmonton, AB

Team Rosters

1. Teams must submit a tournament roster prior to the tournament, which will include all players that will be participating in the tournament.
2. Teams will also submit their Official Team Roster from Hockey Canada.
3. Affiliate Players (APs) may play as long as Hockey Alberta rules are adhered to (Hockey Edmonton teams must adhere to Hockey Edmonton affiliation rules):
 - a. U11/U13: Teams may dress APs as long as their game roster does not exceed 17 players and 2 goalies.
4. Hockey Teams may affiliate Players from a Hockey Team within their Association in a lower Division or Category. If at any time the AP's regular team ends up in the same or higher division/category than the team the AP is affiliated with, they will no longer be permitted to be an AP for that team.

General Rules

1. All CAHA, Hockey Alberta, Hockey Edmonton and SWZ rules will apply.
2. Any match or fighting penalty will result in immediate suspension of player or coach from the tournament.
3. Abuse directed toward the Game or Tournament officials will not be tolerated.
4. Abusive individuals may be asked to leave the arena, if deemed necessary, or may be suspended from the tournament at the discretion of the disciplinary committee.
5. Mouth guards are mandatory if it is a requirement of your governing association.
6. No body-checking will be allowed in any category; body-checks will be assessed a minimum 2-minute penalty.
7. Designated home teams will wear dark jerseys; visitor teams will wear white jerseys.
8. All teams are to supply their own pucks for warm-ups.

Disciplinary Committee

1. The Disciplinary Committee will consist of the SWAT Tournament Discipline Committee Chairman Stephen Avivi (SWAT President), along with SWAT Hockey representatives Mark Buchynski (SWAT VP Operations), Quinn Mah (Ice Allocator), Jayne Holmes (Tournament Director). In any disciplinary matter, only those parties who are directly affected may be involved, including the coach and/or players, as applicable.
2. Disciplinary matters may be referred to any member of the Disciplinary Committee who will rule on the matter as soon as possible. The decision of the Disciplinary Committee is final. Disciplinary Committee members can be contacted at vp-operations@swat.ca.

Length of Games

1. Game slots for U13 division are 90-minute scheduled games and will be 15-20-20 minute stop time periods.
2. Game slots for U11 are 60-minute scheduled games and will be 13-13-13 minute stop time periods.

3. Games must end at scheduled times.

Timekeeping

1. When there are five minutes remaining in the assigned ice slot and there are two minutes or less remaining in the hockey game, the game shall be completed by playing out the remaining time to a conclusion of no time remaining. When there are five minutes remaining in the assigned ice slot and there are in excess of two minutes remaining in the hockey game, the game clock shall be set for 2:00. These two minutes of stop time shall be played to a conclusion of no time remaining using the final five minutes of the ice slot. The referee shall direct the timekeeper to set the clock at 2:00 at the stoppage of play which occurs as near as possible to five minutes of remaining ice time.
2. Any games late in starting may be shortened at the discretion of the Tournament Committee.
3. Games will commence at the prescribed times as indicated on the schedule. For each 5-minute interval a team is late, a goal will be awarded to the opposing team, up to a maximum of 3 goals. If the team is not on the ice after 15 minutes, the game will be awarded to the opposing team by a score of 3 to 0.
4. One time-out per team at a length of 1 minute will be permitted for each game.

Tournament Format

1. Divisions with 4 teams will play a three-game round robin format. The 1st and 2nd place teams after round robin play will play in the "A" final and the 3rd and 4th place teams will play in the "B" final.
2. Divisions with 6 teams will play a three-game round robin format, with cross pool games. After the round robin, teams will be ranked by points to schedule the "A" final of the top 2 teams, the "B" final will be the 3rd and 4th place teams, and the "C" final will be the 5th and 6th place teams.

Round Robin Point System

1. 2 points for a win.
2. 1 point for a tie.
3. 0 points for a loss.

Tie Breaking Formula for Round Robin play

1. Head-to-head record (2 teams only - ie: When three or more teams are tied, head-to-head is not considered.)
2. Highest goal differential (goals for minus goals against)
3. Lowest goals against
4. Coin flip

Overtime (Final Games Only)

1. There will be no overtime in the round robin portion of the tournament.
2. In the final games on Sunday, teams tied at the end of regulation time will play a sudden death 3-on-3 overtime.
3. The teams will not change ends for the overtime period.
4. The time clock will be set for five (5) minutes. Overtime shall be stop time.
5. To commence overtime the face-off will take place at center ice and each team will start with 3 skaters plus a goaltender on the ice – subject to penalties.

6. Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period, and will be completed in overtime.
7. If a penalty is assessed during overtime, teams will play 4 on 3. If a second penalty is assessed, teams will play 5 on 3. Penalized teams shall not have less than 3 skaters on the ice at any time.
8. Teams may remove goaltenders and change on the fly at any time.
9. If teams remain tied after the 5-minute overtime they will proceed to a shootout.

Shootout (Final Games Only)

1. In the final games, teams tied at the end of overtime will engage in a 3-player shootout.
2. The teams will not change ends for the shootout.
3. The last team to score will shoot first.
4. If teams remain tied after 3 penalty shots, a sudden death format will continue until a winner is declared.
5. No player may attempt a second penalty shot in the same game until every skater has taken a penalty shot.

Player of the Game Awards

1. Following each round robin game and prior to the handshakes, players are to line up on their respective blue lines (players must keep helmets and gloves on).
2. No player should be awarded more than one "Player of the Game" award during the tournament.
3. Player of the Game includes sportsmanship, heart & hustle and fair play.
4. Following 'A' final & 'B' final games on Sunday players are to remain on respective blue lines to receive Gold, Silver and Bronze medals.