

# ATLANTIC CHAMPIONSHIP REGULATIONS

U13 Atlantic Championships  
U13 Female Atlantic Championships  
U15 Atlantic Championships  
U15 Female Atlantic Championships



# ATLANTIC CHAMPIONSHIP REGULATIONS

Revision Update:	November 16, 2023
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This document applies to the following Atlantic Hockey Championships:

- U13 Atlantic Championships
- U13 Female Atlantic Championships
- U15 Atlantic Championships
- U15 Female Atlantic Championships

## 1.0 REGULATIONS

- a) In U13 and U15, teams may have a maximum of nineteen (19) players, two (2) of whom must be goaltenders.
- b) Each team is permitted a maximum of five (5) non-playing personnel: namely, Manager, Coach, two (2) Assistant Coaches and Trainer.
- c) Once the championship commences, the player roster is frozen and further additions will not be granted.
- d) No roster changes will be permitted once the final roster has been signed off by participating teams and submitted to the Championship Chairperson.
- e) As per Hockey Canada Regulation E.1, each team must have a **minimum of (15) players**, 2 of whom must be goaltenders by **February 10**. Any player who is listed on the declared team roster for a team which is participating in a national or regional championship will not be allowed to be on the declared team roster of any affiliated team which is participating in another national or regional championship being played concurrently. (excluding U15 Female AAA Championships).
- f) To participate in an Atlantic Championship (exception: the Host Community Team), a team must compete in Member/Provincial Playdowns and be declared Member/Provincial Champion.
- g) The team shall be composed of players meeting the residential qualifications contained in the Hockey Canada Regulations and shall be a team qualifying for Member/Provincial playoffs. The team shall not be an all-star team drawn from one or more teams or leagues in a city, town, police village, rural area or a zone that has been established by the Member/Province or from any special inter-Member/Provincial transfers. The team is not required to play in a league, but must be formed by January 10, as per Hockey Canada regulations. Teams can use affiliate players to get to the maximum number of players if such affiliation is approved by the Member/Province and the affiliation complies with Regulation E. Affiliate players must be from a lower division or category.

- h) Each team roster list must be approved and verified by the Member/Provincial Executive Director. Each team must be prepared to present its players' Hockey Canada proof of registration for inspection by the Championship Chairperson prior to participation in the championship.
- i) Each team may have nineteen (19) players (U13 and U15) in uniform including the regular goalkeeper and an alternate goalkeeper, all of whom shall be duly registered in accordance with Hockey Canada regulations. The players registered as goalkeepers shall only be eligible to play as goalkeepers. One alternate goalkeeper must be dressed and on the bench. Each team will be permitted to have five (5) staff on the bench during the games.
- j) Any team required to supplement its roster to nineteen (19) players (in the U13 and U15 divisions), shall choose these additions only from its list of specially affiliated players, its club or affiliated team (depending on which type of affiliation the team is using) of a lower division, sub-division or category.
- k) During the championship competition a replacement may be permitted for a goaltender who becomes ill or injured during the competition or is under suspension. Two alternate goaltenders will be provided by the Host Member. The following process outlines the procedure and protocol for the use of alternate goaltenders:
  - i. A team requesting to use alternate goaltenders must make a written request to the Championship Chairperson.
  - ii. In the case of an ill or injured goaltender, a medical certificate must accompany the request.
  - iii. The replacement goaltenders will alternate games as required and will remain with a team until the regular goaltender returns.
- l) The two alternate goaltenders will receive the same privileges as the other participants:
  - i. Accreditation
  - ii. Banquet tickets
  - iii. Gold, silver or bronze medals if they are part of a team winning such an award.
- m) Replacement goaltenders will be on call and will meet up with the team upon being contacted by the Championship Chairperson.
- n) The Championships will be played under official Hockey Canada rules, except as outlined above (replacement goaltenders).
- o) Home teams will be represented on the right side of the schedule. Each team will receive two home games in round robin play.
- p) Home teams will wear white jerseys. Away teams will wear dark jerseys for all games.
- q) In all playoff games, the team which finished highest in the final round robin standings, shall be the home team.

## **2.0 CHAMPIONSHIP CHAIRPERSON**

- a) The host Member shall appoint the Championship Chairperson.
- b) The Championship Chairperson will be responsible for the general administration and operation of the Championship, all matters of a technical nature, and also be responsible for all matters of discipline. The referee will report all matters that may require disciplinary action to the Championship Chairperson.
- c) There will be a Pre-Tournament meeting of the Championship Chairperson, Referee-in-chief and one representative from each team prior to the start of the tournament. The meeting will be held at a place designated by the Host Committee. Attendance at this meeting is mandatory.

## **3.0 DISCIPLINE**

- a) Any disciplinary action will fall under the jurisdiction of the Championship Chairperson.
- b) The Championships shall follow the Hockey Canada Minimum Suspension Guidelines for Minor/Female hockey.
- c) All Member suspensions will be recognized at Atlantic Championships. The Championship Chairperson must be notified on this matter prior to the opening of the Championship.
- d) A suspended player shall not be eligible to take part in the opening or closing ceremonies of the tournament.
- e) If a player or team official is ordered to the dressing room or ejected for the balance of the game, they shall be subject to any further disciplinary action deemed necessary by the Championship Chairperson.
- f) A player or team official ordered to the dressing room or ejected for the balance of the game or for receiving a penalty that would require a suspension shall not take part in any closing ceremonies following the game. Should this take place during the final game of the tournament, the player or team official shall not take part in the closing ceremonies for the tournament.
- g) Unless participating in a game or by special permission of the Championship Chairperson, all players will have a curfew of 11:00 P.M.
- h) The Championship Chairperson will rule on all grievances resulting from any of the championship games.
- i) Pictures, video, or any equipment, visual, electronic, digital, or otherwise, shall not be used to determine or to change the result of a ruling or game. The use of such images and equipment is valid only for information purposes and assisting in rendering of a decision by the Tournament Chairperson, such as:
  - i. Videos for the purpose of identifying the correct player in situations where an

- incorrect player may have been identified by the on-ice official(s) and issued a penalty resulting in suspension. This excludes players who have been issued a penalty without a suspension;
- ii. Videos for the purpose of reviewing the conduct of game officials, players or coaches during altercations, specifically when the use of force is concerned;
  - iii. Videos for the purpose of reviewing a game situation that has, or may have, resulted in a serious injury to any player whether a penalty was assessed or not;
  - iv. Videos for the purpose of reviewing a penalty that carries a suspension; and
  - v. Videos for the purpose of reviewing the conduct of spectators or parents.
- j) Videos will not be accepted in the following situations:
- i. Videos for the purpose of reviewing goals or disallowed goals, off-sides or icing calls;
  - ii. Videos for the purpose of reviewing the conduct or actions of any team or individual player unless otherwise outlined above;
  - iii. Videos for the purpose of reviewing on-ice officials' calls or non-calls; and
  - iv. Videos for the purpose of reviewing the on-ice officials' penalty selection.
- k) The Tournament Chairperson may consult with other individuals including but not limited to players, team officials, on-ice officials, event referee-in-chief etc. to conduct a review.
- l) A video review may be requested by a team or through the direction of the Tournament Chairperson.
- m) The review is final and shall not subject to any further appeal.

#### **4.0 GAME PROTESTS**

- a) Protests will only be entertained when they are concerning rule interpretation or player eligibility. Official(s) judgment are not protestable.
- b) Game Protest Procedure for any game shall be as follows:
  - i. Protests and all supporting evidence must be submitted in writing within one (1) hour of the game's conclusion to the Championship Chairperson.
  - ii. The Championship Chairperson and Event Manager shall conduct a meeting with team and event officials involved and record all the facts pertaining to the case.
  - iii. The Championship Chairperson will have full authority to rule on protests.
  - iv. The ruling of the Championship Chairperson shall be final and binding and not subject to further appeal.
  - v. Protests will NOT be entertained on the outcome of any final championship game.
  - vi. Any decision will be given in writing to the team(s) involved.
  - vii. All press releases or public statements related to game protests or disciplinary action shall be made only by the Championship Chairperson.

## 5.0 PRELIMINARY ROUND

a) The length of the games shall be as follows:

U13	3 x 15 periods	Flood after 2 <sup>nd</sup> period
U15	3 x 20 periods	Flood after each period

**Appendix A - Event Schedules**

**Appendix B - U13 Game Protocols**

**Appendix C - U15 Game Protocols**

b) Each team is permitted one Time Out per game as per Hockey Canada Rule 6.18(e).

c) Teams will play a single round robin schedule. Points will be awarded on the **3-Point System**.

- 3 points for the winning team at the conclusion of regulation time
- 1 point for both teams at the conclusion of regulation time if the game is tied.
- An additional point earned for the team winning the game in a 5-minute overtime period or the Shoot Out Procedure.
- 0 points for the team losing the game in regulation time.

d) If a game is tied at the end of regulation time the teams will play one (1) five (5) minute sudden victory 4 vs. 4 overtime period immediately following a two (2) minute intermission. The teams will defend the same end as the 3rd period of the regulation game. If no goal is scored in the overtime period, then the Shoot Out Procedure shall apply.

e) When regulation time ends, the teams will play 4 on 4.

f) If a penalty carries over from regulation, the teams will play at 4 on 3. Once the penalty time expires, the teams will revert to 4 on 4.

g) If a penalty is taken in overtime, the teams play 4 on 3. Once the penalty time expires, the teams will revert to 4 on 4.

h) If a second penalty is taken, the teams will play 5 on 3. At no time will a team have fewer than three skaters on the ice during the overtime period. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate.

i) If a team is penalized in overtime, teams play 4 on 3.

j) If both teams are penalized with coincidental minor or major penalties at the same stoppage of play, teams will continue to play at the same strength. ie: 4 on 4 remains 4 on 4, 4 on 3 would remain 4 on 3.

## **6.0 BRONZE MEDAL GAME**

- a) If a game is tied at the end of regulation time the teams will play one (1) ten (10) minute sudden victory 4 vs. 4 overtime period immediately following a two (2) minute intermission.
- b) The teams will defend the same end as the 3rd period of the regulation game.
- c) If no goal is scored in the overtime period, then the Shoot Out Procedure shall apply.

## **7.0 GOLD MEDAL GAME**

- a) If a game is tied at the end of regulation time the teams will play a (5) five-minute sudden victory 4 vs. 4 overtime period immediately following a (2) two-minute intermission. The teams will defend the same end as the 3rd period of the regulation game.
- b) If no goal is scored in the first overtime period, there will be an intermission, during which the ice will be resurfaced.
- c) Teams will play a single (20) twenty-minute, sudden victory, 3-on-3 overtime period. The teams will change ends for this second overtime period.
- d) If, at the end of this overtime period, the teams are still tied, then the Shoot Out Procedure will apply.

Note: Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.

## **8.0 GAME WINNING SHOTS**

If no goal is scored in the final overtime period, then the Game Winning Shots procedure will apply. The following procedure will be utilized:

- a) Three (3) different shooters from each team will take alternate shots, until a decisive goal is scored.
- b) Each team will select three (3) shooters and must present a list to the game officials.
- c) If after three (3) rounds of shooters there is no declared winner, teams will continue to select one player at a time until the tie is broken. This is sudden victory.
- d) All Players (excluding goalies) must shoot once before going back through the line up a second time.
- e) If a player was serving a minor penalty at the conclusion of overtime, they are permitted to be part of the shootout. Players that have been removed from the game or serving a misconduct penalty are not eligible to shoot.
- f) The visiting team shall shoot first.

## 9.0 TIE BREAKING FORMULA

- a) In the event that teams are tied for a playoff position, the following tie-breaking procedure will apply.

### Two Teams Tied

- b) The winner of the round robin game between the two tied teams gains the higher position.

### Three or More Teams Tied

- c) Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.
- d) If three teams or more are tied, the points earned in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
- e) If teams are still tied. The team with the most wins in regulation time in all round robin games would gain the highest position.
- f) If teams are still tied. The team with the most wins including overtime and shootout wins in all round robin games would gain the highest position.
- g) If teams are still tied. Then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

Total number of goals for divided by the total number of goals for and against.

NOTE: Games amongst the tied teams only are included.

Example: For = 10 goals  
Against = 4 goals

$$\text{Percentage } \frac{10}{10+4} = .714$$

NOTE: The higher percentage gains the higher position

The exercise of (g) establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

Example:

1.	Team A	.714 = 1 seed - Advances
	<b>Team B</b>	<b>.500 = 3 seed – Does not advance</b>
	Team C	.650 = 2 seed – Advances
2.	Team A	.714 = 1 seed – Advances
	<b>Team B</b>	<b>.500 = Still tied with team C – go to next step 2.3.</b>
	<b>Team C</b>	<b>.500 = Still tied with team B – go to next step 2.3.</b>
3.	Team A	.650 = Still tied with team B – go to next step 2.3.
	<b>Team B</b>	<b>.650 = Still tied with team A – go to next step 2.3.</b>
	Team C	.500 = Does not advance

- h) If teams are still tied. The team with the fewest goals against (all round robin games played) will gain the highest position.
- i) If teams are still tied. The team with the most goals for (all round robin games played) will gain the highest position.
- j) If teams are still tied. The team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.
- k) If teams are still tied. A coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position.

## 10.0 AWARDS

For all Championships, the following awards will be presented at the conclusion of the round robin:

- Top Scorer
- Top Forward
- Top Defense
- Top Goalie
- Most Valuable Player

# APPENDIX A

## Atlantic Championship Schedules

Below outlines the order of games and times for events hosted by each Member. Exceptions on game times may only be considered upon request by the host committee and granted approval from the Atlantic Members.

Game #	Time	Hockey NS	Hockey NL	Hockey NB	Hockey PEI
<b>THURSDAY</b>					
1	1:00 pm	NS vs PEI	NL vs NS	NL vs NB	PEI vs NB
2	4:00 pm	NL vs NB	NB vs PEI	PEI vs NS	NS vs NL
	7:15 pm	Opening Ceremonies			
3	7:30 pm	Host vs PEI	NS vs Host	NL vs Host	NB vs Host
<b>FRIDAY</b>					
4	10:00 am	NB vs NS	PEI vs NL	NS vs NB	NL vs PEI
5	1:00 pm	Host vs NL	Host vs NB	Host vs PEI	Host vs NS
6	4:00 pm	PEI vs NB	PEI vs NS	NS vs NL	NL vs NB
7	7:00 pm	NS vs Host	NL vs Host	NB vs Host	PEI vs Host
<b>SATURDAY</b>					
8	9:00 am	PEI vs NL	NS vs NB	PEI vs NL	NB vs NS
9	12:00 pm	NB vs Host	Host vs PEI	Host vs NS	Host vs NL
10	3:00 pm	NL vs NS	NB vs NL	NB vs PEI	NS vs PEI
<b>SUNDAY</b>					
11	9:00 am	Bronze Medal	Bronze Medal	Bronze Medal	Bronze Medal
12	12:00 pm	Gold Medal	Gold Medal	Gold Medal	Gold Medal

## **APPENDIX B**

### **U13 Game Protocols**

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- U13 Atlantic Championships
- U13 Female Atlantic Championships

#### **Warm Up**

<b>Game Clock</b>	<b>Activity</b>
<b>20:00</b>	Clock Begins
<b>16:00</b>	Horn sounds – One-minute warning until warm up
<b>15:00</b>	Warm-up begins
<b>5:00</b>	Officials on Ice
<b>4:00</b>	Warm-up ends
<b>3:00</b>	National Anthem
<b>1:00</b>	Final Team Preparation
<b>0:00</b>	Game starts when clock is reset

#### **1<sup>st</sup> Intermission**

<b>2:00</b>	Two-minute break between period 1 and period 2.
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#### **2<sup>nd</sup> Intermission (flood)**

<b>15:00</b>	Teams leave the Ice
<b>3:00</b>	Officials return to the Ice
<b>2:00</b>	Visiting team returns to the Ice (Starting Line Up only on Ice)
<b>1:30</b>	Home Team returns to the Ice (Starting Line Up only on Ice)
<b>0:00</b>	Game starts when clock is reset

**\*\* Games will be 3 x 15-minute periods**

## **APPENDIX C**

### **U15 Game Protocols**

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- U15 Atlantic Championships
- U15 Female Atlantic Championships

#### **Warm Up**

<b>Game Clock</b>	<b>Activity</b>
<b>20:00</b>	Clock Begins
<b>16:00</b>	Horn sounds – One-minute warning until warm up
<b>15:00</b>	Warm-up begins
<b>5:00</b>	Officials on Ice
<b>4:00</b>	Warm-up ends
<b>3:00</b>	National Anthem
<b>1:00</b>	Final Team Preparation
<b>0:00</b>	Game starts when clock is reset

#### **Intermissions (Flood between Periods)**

<b>15:00</b>	Teams leave the Ice
<b>3:00</b>	Officials return to the Ice
<b>2:00</b>	Visiting team returns to the Ice (Starting Line Up only on Ice)
<b>1:30</b>	Home Team returns to the Ice (Starting Line Up only on Ice)
<b>0:00</b>	Game starts when clock is reset

**\*\* Games will be 3 x 20-minute periods**