



## Circle K Classic – Tournament Rules & Regulations 2025-26

### Player Eligibility

- Players participating in the CKC Tournament must meet the Hockey Canada or USA Hockey U18 or 18U categorization.
- Teams participating under the International Ice Hockey Federation may qualify based on IIHF categorization regulations for U17 or U18 programs.
- All players must be properly registered with Hockey Canada or their governing hockey IIHF federation on the equivalent registration sheet, for inspection by Tournament officials.
- Properly affiliated players are eligible to play.
- If it is proven that a team has registered/listed an ineligible player, that team will be automatically disqualified from the Tournament, and notice of such irregularity will be forwarded by the Tournament Rules/Discipline Committee to the team's regular league officials.
- A player whose team has been eliminated from Tournament play may not play for another team in the Tournament.
- Team managers will properly submit their team's roster of players eligible to play to Tournament officials, and will have the necessary supporting documentation, being a valid Hockey Canada registration sheet or equivalent available for examination by Tournament officials at the time of initial registration.
- Team rosters submitted to the Tournament on the Players Registration Form may be amended up to the final registration prior to the team's first Tournament game.
- Maximum eligible roster size for the tournament is 23 players (max 20 for each game).

### Game Duration

- All games shall consist of three (3) twenty (20) minute stop time periods. The ice will be cleaned between each period and at the end of each game.
- Teams will not be permitted to enter the ice until their scheduled game time.
- Warm up will be **8 minutes** commencing at the scheduled game time followed immediately by the game (no flood).
- If the game is tied at the completion of 60 minutes there will be a 1 minute break followed by a 5 minute stop-time, 3 vs 3 sudden-victory OT period.
  - If the game is still tied there will be a 3 player shootout will take place.
  - If still tied after a 3 player shootout the shootout will continue in a sudden-victory format until a winner is declared
    - No player can shoot 2 x until all skaters rostered have shot
  - The Home Team will have the option to shoot 1<sup>st</sup> or 2<sup>nd</sup>.

### Timeouts

- One (1) thirty (30) second time-outs is permitted per team per game



### Team Jersey Colours

- Home team will wear dark colour uniforms and the visitor will wear light colour uniforms. Sweater changes, if necessary, will be decided by the toss of a coin.

### Officials

- All referees and linespersons officiating in the Tournament will be qualified and registered by Hockey Alberta. Minor officials will be assigned by the Tournament.
- The tournament will use a 4 man officiating systems throughout the tournament

### Icing

- In all games of the tournament the officials will enforce both the 'Hybrid Icing Rule' and the 'No Change Icing Rule'.

### Pool Rankings

- Final Standings of each pool shall be determined by the number of points that each has accumulated in round robin play using the following point distribution:
  - Win in Regulation Time - 3 Points
  - Win in OT or Shootout - 2 Points
  - Loss in OT or Shootout - 1 Point
  - Loss in Regulation Time - 0 Points

In the case of a tie for any placement in a Pool at the conclusion of the Round Robin, the Pool standings will be determined as follows:

#### (A) Tie for any placement between two (2) teams

- (1) the winner of the game between the two tied teams

#### (B) Tie for first place between three (3) or more teams

- (1) the team with the best head to head record in games played versus tied teams
- (2) If a tie still exists, the team with the better Round Robin record of goals for and against (goals for minus goals against, divided by goals for plus goals against – highest fraction wins) – ALL GAMES
- (3) If a tie still exists, then the team with the lowest PIM for all round robin games will receive the higher placement

### Competition Rule

- For the purposes of pool placement and division seeding, the final score will not report more than a **7-goal differential**. Goals will be reduced from the winning teams score to get to the 7 goal differential. For example if the final score is 10-1, the score of 8-1 will be used for the purposes of calculating the goals for/goals against ratio.



(C) Teams will be ranked 1<sup>st</sup> to 4<sup>th</sup> within their own pool based on (A) and (B) above, once this procedure is complete the teams will advance as follows:

- 1<sup>st</sup> place team in each pool will advance to Division A (ranked 1 – 8)
- 2<sup>nd</sup> place team in each pool will advance to Division A (ranked 9 – 16)
- 3<sup>rd</sup> place team in each pool will advance to Division B
- 4<sup>th</sup> place team in each pool will advance to Division C

### **Ranking of Division (after pool play)**

(D) Teams within each division will be seeded in their division based on the following criteria:

- (1) Team with the most points accumulated in round robin play as per 'Pool Winners' noted in preceding section
- (2) If two (2) or more teams are tied, the team with the better goals for/goals against ratio will receive the higher placement
  - a. The higher ratio based on the following formula:
  - b.  $(\text{Goals For} - \text{Goals Against}) / (\text{Goals For} + \text{Goals Against})$

### **'Round of 16' (Elimination Round) – A Division only**

(E) 'Round of 16' match ups will be determined after ranking the advancing teams 1-16 as per above (**NOTE: 2<sup>nd</sup> place teams in pool play can only be seeded 9 – 16 in A Division**)

- A Division Rank #1 vs. A Division Rank #16
- A Division Rank #2 vs. A Division Rank #15
- A Division Rank #3 vs. A Division Rank #14
- A Division Rank #4 vs. A Division Rank #13
- A Division Rank #5 vs. A Division Rank #12
- A Division Rank #6 vs. A Division Rank #11
- A Division Rank #7 vs. A Division Rank #10
- A Division Rank #8 vs. A Division Rank #9

**NOTE: Teams will not be permitted to play a team from their round robin pool in a 'Round of 16' game, if this occurs based on the division rankings above the CKC Committee reserves the right to shift 1 or more teams to avoid this conflict**

NOTE: Highest Ranking Team in bracket will be designated as the 'Home Team'



### **Quarter Final Alignment in the 'A Division**

**(F)** Quarter final match ups in the A Division will continue as 'Bracket Play', Teams will **NOT** be re-seeded following the 'Round of 16', and will continue as per the designated brackets.

NOTE: Highest Ranking Team in bracket will be designated as the 'Home Team'

### **Quarter Final Alignment in B & C Divisions**

**(G)** Quarter final match ups will be determined after ranking the advancing teams 1-8 as per above.

- Division Rank #1 vs. Division Rank #8
- Division Rank #2 vs. Division Rank #7
- Division Rank #3 vs. Division Rank #6
- Division Rank #4 vs. Division Rank #5

NOTE: Highest Ranking Team in bracket will be designated as the 'Home Team'

### **(H) Semi-Final & Final Match ups**

Teams will **NOT** be re-seeded following the quarter finals, once teams are set for the quarter finals the tournament will proceed as per the brackets already designated.

NOTE: Highest Ranking Team in bracket will be designated as the 'Home Team'

## **Playoff Games**

### **Round of 16, Quarter & Semi Final Games**

All round of 16, quarterfinals and semi-finals shall consist of three (3) twenty (20) minute stop-time periods. If a tie exists at the conclusion of regulation play:

- a **ten (10)** minute stop-time, 3 on 3 sudden-victory overtime period will be played.
- If a tie still exists, a 3-player shootout will take place.
- If still tied after a 3-player shootout the shootout will continue in sudden – victory format until a winner is declared.
  - o No player can shoot 2x until all skaters rostered for that game have shot
- The Home Team will have the option to shoot 1<sup>st</sup> or 2<sup>nd</sup>

As in Round Robin play, teams will be allowed one thirty (30) second timeout per game. Round of 16, quarterfinal and semi-final losers are eliminated from further Tournament play. Round of 16 winners advance to quarterfinals. Quarterfinal winners advance to the semifinals. Semi-final winners advance to the Tournament Championship Games.



### **Championship Final Game (A Division Only)**

The Championship Final Game shall consist of three (3) twenty (20) minute stop-time periods.

If a tie exists at the conclusion of regulation play:

- A ten (10) minute stop-time, 5 on 5 sudden-victory overtime period will be played.
- If a tie still exists, there will be a flood followed by a full twenty (20) minute 5 on 5 stop-time period and continue until a winner is declared.
- If still tied after the 5<sup>th</sup> period a shoot out will take place as per above rules

### **Arenas**

- The Circle K tournament will be played at 2 Arenas on 4 Different Sheets of Ice:
  - Max Bell Arena
    - Arena #1 – Ken Bracko Arena (capacity 2300)
    - Arena #2 – Perry Cavanagh Arena (capacity 800)
  - Seven Chief Sportsplex
    - Arena #1 – capacity 2300
    - Arena #2 – capacity 600
- Arenas will be 'Pre-Assigned' for all Round Robin Games
- **NEW** - Arenas for 'Round of 16', Quarterfinals, Semi-finals will be selected by the CKC tournament committee once the teams for each game have been determined, and will be based on '**projected fan attendance**' for those games.
  - This Decision has been made to ensure optimal 'Fan Experience' for all games as well as overall safety in the facilities
- All Final Games will be played at Max Bell Arena on January 1.
  - C Final on Max Bell #2 – Perry Cavanagh Arena
  - B Final on Max Bell #1 – Ken Bracko Arena
  - A Final on Max Bell #1 – Ken Bracko Arena

### **Unforeseen Circumstances**

- If major delays occur in a game due to unforeseen circumstances, the Tournament Committee will determine how the game proceeds.

### **Protests**

- Protests must be filed in writing by team officials (signed by Coach and Manager) at the arena Tournament office within sixty (60) minutes after the conclusion of the game. The decision by the Tournament Rules Committee will be final and not appealable. It should be noted that referees are in care and control of the game. As such, protests will not be accepted when a referee has exercised their judgement in officiating the game. Protests will only be considered if it concerns a question of interpretation of the rules.



### **Video Review**

- Video review will **NOT** be accepted under any circumstances to change the outcome of games or overturn suspensions handed out by the tournament officials.

### **Discipline**

- The Circle K Classic will follow all [Hockey Canada Playing Rules](#) and [Hockey Alberta Minimum Suspension Guidelines](#).
- All minimum suspensions and indefinite suspensions will be handled and communicated by the Tournament Game and Conduct Committee.