



2016 ENMAX Hockey Edmonton Championships

Information Bulletin
Protocols and Rules

1. Format

The 2016 ENMAX Hockey Edmonton Championship will have changed and features tournament/pool play, a semifinal (in most tiers) and a championship game that for the most part will be played on Sunday March 13, 2016 in a select number of arenas.

a. Tournament Format

- i. All Divisions and Tiers are using a tournament format in 2016
- ii. Numbers of teams in each Tier determines how many pools and teams in a pool
- iii. Seeding is based on Round 3 Standings and is the same in all Divisions and Tiers
- iv. Overtime will not be played in any pool game – ties stand

b. Semi-Final Games

- i. Will be scheduled in Tiers that have two or more pools
- ii. Sudden Victory Overtime will be used if necessary.

c. ENMAX Hockey Edmonton Championship Game

- i. All Divisions and Tiers will have a single championship game
- ii. Sudden Victory Overtime will be used if necessary.

2. Round 3 Standings Tie Breaking Formula

The website standings feature various sorts. When teams are tied in points the following criteria are used to place the teams in the correct standing for the playoff schedules (based on the last round only):

- i. The team with the best record between the tied teams
- ii. The team with more wins
- iii. The team with the least losses
- iv. The team with the best goals for minus goals against
- v. The teams with the most goals for
- vi. The team with the least goals against
- vii. Coin toss

3. There will be NO TIMEOUTS in ENMAX Hockey Edmonton Championship games

4. Use the 5 minute / 2 minute procedure to end the third period when time is insufficient

a. Procedure for Ending Games (5 minute / 2 minute Method)

- i. 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. (See example #1)
- ii. 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. (See example #2)
- iii. Any penalties which are being served or any delayed penalties shall continue to be served in the last two minutes of the game in accordance with the appropriate Hockey Canada penalty time procedures. As an example, when the clock is set at 2:00, a player has served 40 seconds of a minor penalty, such player will serve the remaining 1 minute and 20 seconds. The penalty would expire with 40 seconds remaining in the game unless the opposing team scored prior to the expiration of the penalty. If the penalty created a manpower advantage, then the penalty would expire with the scoring of a goal.
- iv. If play is stopped at any time and because the extenuating circumstances for the stoppage prevent resumption of play prior to there being less than five minutes remaining in the assigned ice slot, then play shall not be resumed. If such extenuating circumstances develop during the reset 2:00 or the final two minutes of game time, then the game would end when the assigned ice slot expires. Such conditions would prevail when there is a serious injury where the injured player cannot be removed from



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the ice, when there is a facility equipment failure or when other such extenuating circumstances exist.

- v. The foregoing procedure shall apply to all **LEAGUE** games in the Hockey Edmonton's "BB" program in the categories of Midget, Bantam, Peewee, Atom and Novice where stop time is employed as the normal timing procedure.
- vi. **Examples:**
 - 1. Ice slot ends at 19:45. At 19:40 there are two minutes or less remaining in the hockey game. Continue play in order that the game will end at or before 19:45.
 - 2. Ice slot ends at 19:45. At 19:40 there are 5 minutes and 21 seconds remaining in the game. Set the clock to 2:00 and continue play in order that the game will end at or before 19:45.

5. Overtime

- a. The teams will not change ends for the overtime period.
- b. To commence overtime
 - i. The face-off will be at center ice,
 - ii. Each team will place six players (one may be a goaltender) on the ice – subject to penalties.
- c. Overtime shall be:
 - i. Stop time,
 - ii. Played in one (1) minute increments (player substitution is allowed).
 - 1. The timekeeper will sound the horn after each one minute increment (until the teams are reduced to two players).
 - 2. At the end of each one (1) minute increment both teams will remove one player from the ice.
 - 3. Play will be resumed immediately at the nearest face-off spot in the same zone to the place where the puck was when play ended.
 - 4. At the end of the next minute increment, the horn will sound and an additional player will be removed by each team.
 - iii. The one minute increment process will continue until each team is reduced to two players on the ice.
 - 1. Once each team has been reduced to **two players**, the one minute increments will end and the clock will be set to **six (6) minutes**.
 - 2. There shall be no further reductions or additions of players (each team will have two players on the ice).
 - 3. The face-off will be at the nearest face-off spot in the same zone to the place where the puck was when play ended.
 - iv. Stop time play will continue until the six (6) minute increment has expired.
 - 1. If required, a second ten (10) minute sudden victory period will be played (with 2 players on the ice for each team).
 - 2. The face-off to commence play of the (10) minute sudden victory period will be at center ice. The face-off at all other times will be at the nearest face-off spot in the same zone to the place where the puck was when play ended.
 - v. Teams may substitute any player or players on the fly at any time during the overtime.
 - vi. Teams may remove goaltenders at any time during the overtime.

6. Penalties in Overtime

- a. During overtime, when teams are reduced to two players, time penalties incurred or unexpired, which may leave a team shorthanded, will result in a penalty shot(s) being awarded to the non-offending team for each penalty.
 - i. If, due to time penalties, a team is reduced to two players and another time penalty is incurred, the offending team will serve the most recent time penalty and a penalty shot(s) will be awarded to the non-offending team for each penalty with unexpired time.
 - ii. **At no time will a team be required to have less than two players on the ice.**



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- b. Should each team have an unexpired time penalty or penalties when teams are reduced to two players; for each penalty with unexpired time a penalty shot will be awarded to the non-offending team
 - i. The team with the least time to serve will shoot first (if this cannot be determined then the home team will shoot first).
 - ii. Each penalty shot awarded must be shot.
 - iii. If the teams are still tied, overtime will continue.

7. PLAYOFF CONTACTS

- a. **Scores MUST be phoned or emailed in to the contact for your division and tier immediately after your game is finished.**
- b. **Contacts for each Division and Tier are listed at the top of the home page for each Division and Tier on the Hockey Edmonton website.**

8. Pools and Format

2016 PLAYOFF FORMAT

Pools of 4 or 5 will play in their pool

Pools of 3 will play cross pool

Winner of each pool will play for tier championship

DIVISION	TIER	TEAMS	POOL A	POOL B	POOL C	POOL D
NOVICE	1A	8	4	4		
NOVICE	2A	10	5	5		
NOVICE	3A	10	5	5		
NOVICE	4A	6	3	3		
NOVICE	4B	6	3	3		
NOVICE	5A	8	4	4		
NOVICE	5B	8	4	4		
NOVICE	5C	10	5	5		
NOVICE	6A	8	4	4		
NOVICE	6B	10	5	5		
NOVICE	7A	8	4	4		
NOVICE	7B	7	3	4		
NOVICE	7C	8	4	4		
NOVICE	8A	10	5	5		
NOVICE	8B	6	3	3		
NOVICE	8C	8	4	4		
ATM	1A	14	5	5	4	
ATM	2A	8	4	4		
ATM	3A	8	4	4		
ATM	4A	9	4	5		
ATM	4B	8	4	4		
ATM	4C	6	3	3		
ATM	5A	8	4	4		



2016 PLAYOFF FORMAT

Pools of 4 or 5 will play in their pool

Pools of 3 will play cross pool

Winner of each pool will play for tier championship

DIVISION	TIER	TEAMS	POOL A	POOL B	POOL C	POOL D
ATM	5B	8	4	4		
ATM	6A	10	5	5		
ATM	6B	9	4	5		
ATM	6C	6	3	3		
ATM	7A	8	4	4		
ATM	7B	8	4	4		
ATM	7C	8	4	4		
ATM	8A	8	4	4		
ATM	8B	9	4	5		
ATM	8C	6	3	3		
PWE	1A	19	5	5	5	4
PWE	2A	10	5	5		
PWE	3A	10	5	5		
PWE	4A	6	3	3		
PWE	4B	8	4	4		
PWE	4C	8	4	4		
PWE	5A	8	4	4		
PWE	5B	8	4	4		
PWE	6A	10	5	5		
PWE	6B	7	3	4		
PWE	7A	10	5	5		
PWE	7B	8	4	4		
PWE	7C	6	3	3		
PWE	8A	8	4	4		
PWE	8B	6	3	3		
PWE	8C	7	3	4		
BTM	1A	8	4	4		
BTM	2A	6	3	3		
BTM	3A	6	3	3		
BTM	4A	10	5	5		
BTM	5A	6	3	3		
BTM	6A	6	3	3		
BTM	6B	8	4	4		
BTM	7A	8	4	4		
BTM	8A	8	4	4		
BTM	A	5	5			
BTM	B	5	5			
MID	1A	8	4	4		



2016 PLAYOFF FORMAT

Pools of 4 or 5 will play in their pool

Pools of 3 will play cross pool

Winner of each pool will play for tier championship

DIVISION	TIER	TEAMS	POOL A	POOL B	POOL C	POOL D
MID	2A	5	5			
MID	3A	8	4	4		
MID	4A	8	4	4		
MID	5A	8	4	4		
MID	6A	8	4	4		
MID	7A	8	4	4		
MID	A	7	3	4		
MID	B	6	3	3		

9. Pool Seedings

2016 ENMAX Hockey Edmonton Championships Pool Seedings

4 & 5 Team Tier

all teams in one pool

6 Team Tier

POOL 1	POOL 2
1	2
3	4
5	6

7 Team Tier

POOL 1	POOL 2
1	2
3	4
5	6
7	

8 Team Tier

POOL 1	POOL 2
1	2
3	4
5	6
7	8



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9 Team Tier

POOL 1	POOL 2
1	2
3	4
5	6
7	8
9	

10 Team Tier

POOL 1	POOL 2
1	2
3	4
5	6
7	8
9	10

14 Team Tier

POOL 1	POOL 2	POOL 3
1	2	3
4	5	6
7	8	9
10	11	12
13	14	

19 Team Tier

POOL 1	POOL 2	POOL 3	POOL 4
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	



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10. Schedule A: Championship Game Schedule

2016 ENMAX Hockey Edmonton Championship Game Schedule						
DAY	DATE	ARENA CODE	START	END	HOURS	BBCODE
SUN	3/13/2016	CDA	09:00	10:00	1.00	NOV8C
SUN	3/13/2016	CDA	10:15	11:15	1.00	NOV8B
SUN	3/13/2016	CDA	11:30	12:30	1.00	NOV8A
SUN	3/13/2016	CDA	12:45	13:45	1.00	NOV7C
SUN	3/13/2016	CDA	14:00	15:00	1.00	NOV7B
SUN	3/13/2016	CDA	15:15	16:15	1.00	NOV7A
SUN	3/13/2016	CDA	16:30	17:30	1.00	NOV6B
SUN	3/13/2016	CDA	17:45	18:45	1.00	NOV6A
SUN	3/13/2016	CDB	09:15	10:15	1.00	NOV5C
SUN	3/13/2016	CDB	10:30	11:30	1.00	NOV5B
SUN	3/13/2016	CDB	11:45	12:45	1.00	NOV5A
SUN	3/13/2016	CDB	13:00	14:00	1.00	NOV4B
SUN	3/13/2016	CDB	14:15	15:15	1.00	NOV4A
SUN	3/13/2016	CDB	15:30	16:30	1.00	NOV3A
SUN	3/13/2016	CDB	16:45	17:45	1.00	NOV2A
SUN	3/13/2016	CDB	18:00	19:00	1.00	NOV1A
SUN	3/13/2016	CVA	09:15	10:45	1.50	PWE6A
SUN	3/13/2016	CVA	11:00	12:30	1.50	PWE5B
SUN	3/13/2016	CVA	12:45	14:15	1.50	PWE4B
SUN	3/13/2016	CVA	14:30	16:00	1.50	PWE3A
SUN	3/13/2016	CVA	16:15	17:45	1.50	PWE1A
SUN	3/13/2016	CVB	09:00	10:30	1.50	PWE6B
SUN	3/13/2016	CVB	10:45	12:15	1.50	PWE7C
SUN	3/13/2016	CVB	12:30	14:00	1.50	PWE8A
SUN	3/13/2016	CVB	16:00	17:30	1.50	FBTMB
SUN	3/13/2016	CVB	17:45	19:15	1.50	FBTMA
SUN	3/13/2016	CVB	19:30	21:00	1.50	PWE8B
SUN	3/13/2016	CWA	13:15	15:30	2.25	MGT5A
SUN	3/13/2016	CWA	15:45	18:00	2.25	MGT4A
SUN	3/13/2016	CWA	18:15	20:30	2.25	MGT3A
SUN	3/13/2016	CWB	13:30	15:45	2.25	MGT7A
SUN	3/13/2016	CWB	16:00	18:15	2.25	MGT6A
SUN	3/13/2016	KMA	10:45	12:15	1.50	BTM6B
SUN	3/13/2016	KMA	12:30	14:00	1.50	BTM7A
SUN	3/13/2016	KMA	14:15	15:45	1.50	BTM8A
SUN	3/13/2016	KMB	10:15	11:45	1.50	BTM6A
SUN	3/13/2016	KMB	12:00	13:30	1.50	BTM5A
SUN	3/13/2016	KMB	13:45	15:15	1.50	BTM4A
SUN	3/13/2016	KMB	15:30	17:00	1.50	BTM3A
SUN	3/13/2016	KMB	17:15	18:45	1.50	BTM2A
SUN	3/13/2016	KMB	19:00	20:30	1.50	BTM1A
SUN	3/13/2016	MWA	08:45	09:45	1.00	ATM8C
SUN	3/13/2016	MWA	10:00	11:00	1.00	ATM8B
SUN	3/13/2016	MWA	11:15	12:15	1.00	ATM8A
SUN	3/13/2016	MWA	12:30	13:30	1.00	ATM7C



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DAY	DATE	ARENACODE	START	END	HOURS	BBCODE
SUN	3/13/2016	MWA	13:45	14:45	1.00	ATM7B
SUN	3/13/2016	MWA	15:00	16:00	1.00	ATM7A
SUN	3/13/2016	MWA	16:15	17:15	1.00	ATM6C
SUN	3/13/2016	MWA	17:30	18:30	1.00	ATM6B
SUN	3/13/2016	MWA	18:45	19:45	1.00	ATM6A
SUN	3/13/2016	MWB	09:00	10:00	1.00	ATM5B
SUN	3/13/2016	MWB	10:15	11:15	1.00	ATM5A
SUN	3/13/2016	MWB	11:30	12:30	1.00	ATM4C
SUN	3/13/2016	MWB	12:45	13:45	1.00	ATM4B
SUN	3/13/2016	MWB	15:15	16:15	1.00	ATM4A
SUN	3/13/2016	MWB	16:30	17:30	1.00	ATM3A
SUN	3/13/2016	MWB	17:45	18:45	1.00	ATM2A
SUN	3/13/2016	MWB	19:00	20:00	1.00	ATM1A
WED	3/16/2016	CVB	19:15	20:45	1.50	PWE7A
WED	3/16/2016	TCC	18:30	20:00	1.50	PWE5A
THU	3/17/2016	BHA	19:30	21:00	1.50	PWE8C
THU	3/17/2016	CFA	18:30	20:00	1.50	PWE4A
THU	3/17/2016	CVB	19:15	20:45	1.50	PWE7B
THU	3/17/2016	CWB	19:00	20:30	1.50	PWE4C
THU	3/17/2016	CWB	20:45	22:15	1.50	PWE2A
THU	3/17/2016	MWA	19:00	21:15	2.25	FMGTB
THU	3/17/2016	MWB	18:45	21:00	2.25	FMGTA
THU	3/17/2016	TCA	20:00	22:15	2.25	MGT2A
THU	3/17/2016	TCD	20:00	22:15	2.25	MGT1A