



18th ANNUAL FEMALE HOCKEY REMEMBRANCE DAY TOURNAMENT

Hosted by the BURNABY WILDCATS of BFIHA

NOVEMBER 7 to 10, 2025

RULES AND REGULATIONS

All games will be conducted in accordance with Hockey Canada, BC Hockey and PCAHA Rules and Regulations.

1. COMPOSITION OF TEAMS

Teams are permitted to have up to four (4) officials and eighteen (18) players in the designated bench area during the game. All teams, except for U9 teams, must have at least ten (10) players including a goalie. U9 Teams must have at least sixteen (16) players including the goalies. The Tournament Committee reserves the right to grant exceptions on a case-by-case basis.

2. PLAYER ELIGIBILITY

The only players eligible to play in the Tournament are those listed on the roster submitted by the team prior to commencement of the Tournament. Except for Affiliate players, as defined by PCAHA, no additional players are permitted without the approval of the Tournament Committee.

3. TIME OUT

No time-outs will be permitted during games.

4. DIVISION U9 GAME FORMAT

- U9 teams will play a total of three (3) games. Matchups will be determined by a random draw and there will be no championship game.
- Games will be played in a half-ice format, with players grouped by skill level in A-side and B-side games to allow for playing two games at the same time
- 4 on 4 (plus a goaltender in full goalie equipment)
- Both the home and away teams will share the player benches, with each team using the gate closest to their net.
- Coaches must remain on the bench, as referees will manage the games.
- **Game Times:**
 - 5 minute on-ice warm up.
 - Teams play two 30 minute running time periods
 - 2 minute break between the 2 periods
 - A buzzer sounds every 2 minutes signaling a line change
 - Face-offs for each new shift will start at centre ice



- Both teams will participate in a shootout at the conclusion of the game. Each team gets 5 pucks, and the first team to score with all 5 wins the shootout.
- No score is kept.

5. DIVISION U11 -U18 GAME FORMAT

Each team is placed in a 4 or 5 team pool within their division and plays with the following format. The top teams will advance to a championship game as outlined below:

4 Team Pool Format

- Each team will play three (3) round robin games within their pool.
- There will be two semi-final games (1st vs 4th & 2nd vs 3rd) and the winners of those games will play in a championship final for their pool

5 Team Pool Format

- Each team will play four (4) round robin games
- The top two teams will play in a championship final for their pool

6. OVERTIME

There will be no overtime in the event of a tie for the round robin games.

7. POINT SYSTEM

Win: 2 points

Tie: 1 point

Loss: 0 points

8. TIE-BREAKER CRITERIA (ROUND ROBIN).

Should two or more teams in the same pool be tied in points at the end of round robin play, the following criteria shall be used to break the tie.

Note: The first priority of the tie breaker is to determine the 1st place team. Once a team has been eliminated from the tie-breaker, by any means, return to criteria(i).

- i. Head-to-head record between tied teams
- ii. Most wins
- iii. Goal differential tied teams only with max goal differential of five (5) goals
- iv. Fewest penalty minutes in all games played
- v. Fewest goals against
- vi. First goal scored when the tied teams played
- vii. Coin toss

9. SEMI FINALS and CHAMPIONSHIP GAME SHOOTOUT

In the event of a tie after the third period of a semi-final or championship game, a shoot-out will determine the winner of the game, as follows:



- Teams will remain in their end.
- Three (3) different players from each team will be named at the end of the third period and the list submitted to the scorekeeper.
- The players from each team will shoot (alternating) upon direction from the referee. The visiting team will shoot first, then the home team until all 3 players from each team have gone. The team with the most goals after each team has completed their 3 shots will be declared the winner.
- If the score remains tied, the shootout will continue in sudden death format (one shooter per team, alternating) until a winner is determined.
- No player may shoot a second time until all other players on the roster have taken a shot (excluding goalies).

10. PRE-GAME WARM UP

- All U11 to U18 teams will be allowed a five (5) minute on-ice warm up prior to each game and a one (1) minute break between periods.
- There will be no ice cleans between periods.
- Teams who fail to line up at center ice for the start of any period may be assessed a delay of game penalty.

11. GAME/PERIOD TIMES

- All U11 to U18 games are 80 mins in length and will have three stop-time periods.
- For round robin games, periods one and two will be 15 minutes and period three will be half of the remaining time for that ice time (up to a full 15 minutes).
- For semi-final and final games, the third period will be the remaining time less five (5) minutes (to be set aside for a shoot-out in the event the game ends in a tie after regulation time) and then half of the remaining time in the ice time. Using the example of 30 minutes left, the calculation is as follows: $30-5=25$ minutes, $25/2=12$ minutes.

12. MANDATORY EQUIPMENT

- Teams shall wear all mandatory equipment as designated by their governing body; either Hockey Canada or USA Hockey
- CSA approved facemasks, helmets and BNQ approved throat protectors are mandatory.
- All players including back-up goaltenders must wear full equipment during warm-up periods preceding each game and while on the bench.

13. INTENTIONAL BODY-CHECKING

- A Minor penalty or, at the discretion of the referee, a Major penalty and a Game Misconduct penalty, shall be assessed to a player who, in the opinion of the referee, checks, bumps or hits any opposing player intentionally.
- If the player is injured, a Major penalty plus a Game Misconduct penalty may be assessed.

14. THREE PENALTY RULE

Any player who incurs any combination of three (3) penalties in a single game shall be:



- immediately ejected from the game, and
- will be subject to review by the Tournament Committee and the Referee in Charge which may result in the player being upgraded to a one game suspension.

15. PENALTIES (MAJOR, MATCH, MISCONDUCT)

All Major or Match penalties as well as game misconducts will be adhered to as per PCAHA and Hockey Canada Rules and Regulations.

Any player or team official who incurs a gross misconduct, a match penalty, or a major for fighting will be disqualified for the remainder of the tournament.

The Tournament Committee reserves the right to apply further disciplinary measures if a player is deemed to be conducting themselves in an unsportsmanlike manner.

16. PLAYER OF THE GAME AWARD

- Except for the U9 division, there will be 1 POG award for each team in the round robin and semi final games as selected by their own team's officials.
- Players cannot be chosen more than once during the tournament.

17. PROTESTS

- Must be submitted in writing, presented to the Tournament Desk within 60 minutes after the end of the game, and accompanied by a \$50 non-refundable deposit.
- A ruling will be made by the Tournament Appeal Committee as soon as reasonably possible and their decision is FINAL.

18. JERSEY COLORS

- Home team wears dark. Away team wears light.
- Where there is a jersey colour conflict, the home team will change colors.

19. STARTING TIME

Teams need to be ready to play at least 10 minutes prior to your game time. **Games may start early.**

20. DRESSING ROOM CONDUCT

- Teams are expected to leave their assigned dressing room in a clean and safe condition.
- Please report unclean or unsafe conditions prior to occupying the dressing room to the tournament organizers.
- Dressing rooms will be assigned, and teams must use the room assigned to them for that particular game.
- Teams are responsible for the security of their dressing rooms and a padlock should be brought to secure the door during that team's game (**no belongings may be left in the dressing room after the game and all locks must be removed from the door**).



Neither BFIHA (including but not limited to its tournament officials and volunteers), nor Scotiabank are responsible for lost or stolen items.

21. REFUNDS

If for any reason beyond our control, games are not played, there will absolutely be no refunds.

22. ACT OF GOD or FORFEITS

- If a game is not played due to an "Act of God", it will be considered a 1-1 tie.
- Game forfeits will result in a 2-0 score. Two (2) points is awarded to the team who did NOT forfeit.