SUTTER CUP CHAMPIONSHIP

March 7-10, 2014
North Host – Lloydminster
South Host – Medicine Hat

PROVINCIAL CHAMPIONSHIP

March 19-23, 2014
Location – Red Deer
SUTTER CUP CHAMPIONSHIP RULES:

REGULATIONS:

All tournament games are played pursuant to the AMMHL Constitution and Operational ByLaws.

1. ORGANIZING COMMITTEE
   a) The host LMHA shall form an organizing committee to administer the tournament and coordinate activities.
   b) The organizing committee shall form a disciplinary committee to address any extraordinary discipline issues during the tournament. This committee will include at least one member of the League Executive present at the tournament.
   c) The organizing committee shall form a Tournament Rules Committee to address any protests during the tournament. This committee will include at least one member of the League Executive present at the tournament.
   d) The organizing committee will be responsible for providing all games with warm pucks, game pucks and the needed score sheets and incident reports.
   e) Committee will ensure that the team photos of both all finalist teams (gold, silver and bronze medallion) taken on ice after the final game.
   f) The league will provide the organizing committee with 30 medallions (gold, silver and bronze) for their on ice presentation.

2. GAME OFFICIALS
   All on ice game officials will be qualified and registered with Hockey Alberta. The local referees association shall be consulted by the organizing committee when officials are being scheduled. All games will be officiated in the Tournament by one referee and two linesmen for each game. The Tournament Committee will assign minor officials.

3. MINIMUM SUSPENSION GUIDELINES
   a) The AMMHL Minimum Suspension Guidelines will apply to all games and offences.
   b) All suspensions which can not be served in their entirety during the tournament will be reported to the Zone Chairman of the players Zone for follow up into the next season or for tournament play.
   c) The Tournament Rules Committee may require players and team staff to appear at hearings into these matters.

4. ELIGIBILITY
   a) Players, who are under suspension from the regular season, shall be ineligible to play until they have completed serving their suspension during the first games of the tournament.
   b) Each team may register a tournament roster of 19 players.
   c) A minimum of eleven players including two goaltenders is required to start a game.
d) Team managers will submit a team list of players eligible to play to Tournament officials and will have the necessary supporting documentation (valid CHA cards or equivalent) available for examination by Tournament officials at the Manager’s meeting. Team line-ups submitted to the Tournament on the Players Registration Form may be amended up to the final registration (20 minutes) prior to the team’s first tournament game.

5. **SUBSTITUTIONS**
   a) The alternate goaltender must be ready to play at all times during a game. Only two (2) minutes will be allowed for a goaltender to recover from an injury. After two minutes, he will be replaced immediately.
   b) If a goaltender, goes to his bench during the game for any reason, that will delay play – he must be replaced immediately. If play is halted for a player who is apparently or actually injured, that player must leave the ice until play is resumed. (The only exception being the goaltender).

6. **TEAM COLORS**
   Home team will wear dark color uniform and the visitor will wear light color uniform. Sweater changes, if necessary, will be decided by the toss of a coin.

7. **HOME / VISITING TEAM**
   a) Home/Visiting teams are pre-determined for Round Robin play.
   b) For the playoff round, the home team will be decided by the toss of a coin. The coin toss should be conducted at least one hour prior to the scheduled game time so that score sheets can be properly finalized.

8. **MANDATORY EQUIPMENT**
   Helmets, face mask, neck protector, and mouth guard are compulsory for all players. Facemasks and helmets, as approved by CHA (Canada) must be worn during this tournament.

9. **DRESSING ROOMS**
   Only players, team officials named on the team list, and Tournament officials will be permitted in dressing rooms, and dressing room area. Team Managers must report to Tournament officials at the arena where the game is scheduled, one hour prior to game time. All coaches are responsible for ensuring that their dressing rooms are properly respected and returned to the arena manager in an appropriate state after each game.

10. **GAME SHEETS AND INCIDENT REPORTS**
    a) The game sheet must be completed by both teams and returned to the tournament office a minimum of twenty (20) minutes prior to game time.
    b) All game sheets and incident reports must be returned to the tournament officials at the conclusion of the game.
11. TIME AND CONDITIONS OF PLAY
The ice will be flooded between each period of all games. The Referee, in consideration of time available, will determine warm up time. Teams not ready to start play at the scheduled time, and/or when the Referee calls the players to centre ice for the initial face off, will be subject to a delay of game penalty, and possible forfeiture of the game.

12. ROUND ROBIN
a) Games shall consist of three (3) twenty (20) minute stop-time periods. Teams will be allowed one thirty (30) second time out, which will be taken at any time during the game. Only one time out will be allowed per one stoppage of play. No overtime is to be played in the round robin.

b) Points will be awarded in the Round Robin as follows: Win – 2 points, Tie – 1 point, Loss – 0 points.
   i) In the case of a tie for first place in a division at the conclusion of the Round Robin, the divisional standings will be determined as follows:
      (1) The winner of the game between the two tied teams, or
      (2) If that game ended in a tie, the team with better record of goals for and against (goals for minus goals against, divided by goals for plus goals against-highest fraction wins), or
      (3) If again there is a tie, the team that scores the first goal in a game between the two tied teams.
   ii) In the event of a tie for first place between three (or more) teams, divisional standings will be determined by:
      (1) The best records of goals for and against as per (2) above, and
      (2) If a tie still exists, then the provisions of sections (1) and (3) above, in that order will be applied.

13. WILD CARD TEAM
Wild Card team will be determined as follows:
   a) Of the 2nd place teams in each pool, the team with the highest point total will qualify.
   b) If a tie exists, the team which:
      i) Defeated or
      ii) Tied the divisional winner will qualify.
   c) If still a tie, goals for and against as stated in tiebreaker for Round Robin will determine who qualifies.
   d) If still a tie, the team that scored the earliest goal:
      (1) In the game against the divisional winner or
      (2) The next highest ranking team in division.
   e) Advancing wild card team shall not be drawn against its divisional winner in semi-final play. The Tournament Committee shall have the right to change the semi-final draw to reflect this change.