**Wolf Den 3 on 3 ~ Let the Pups Play!**

**Tournament Rules**

**GENERAL**

1. BCLA and CLA rules will be in effect except where otherwise noted.
2. Decisions of the referees are final.
3. Game sheets will be prepared by the tournament committee and will be ready 15 minutes prior to the scheduled game time. Teams will be responsible for checking and certifying game sheets prior to games.
4. The tournament committee will provide game referees, scorekeeper, timekeeper, and individuals to operate the shot clock. Each novice team must provide one volunteer to operate their team’s penalty box.
5. Teams must consist of 5 to 7 players (maximum of 1 overage) and no goaltender.
6. Associations registering more than one team must endeavor to form equal strength teams. The tournament committee reserves the right to request player movement between teams of the same association to better match team strength at any time during the tournament.

**PLAYER ELIGIBILITY**

1. All players must be registered with the BCLA.
2. BCLA Regulation 14.03 (maximum number of games per day) will be in effect, including for call-up players.
3. A team roster must be supplied to the Tournament Director within two weeks of the tournament start. Any changes to the team roster must be communicated to the Tournament Director prior to the team's first game.
4. All overage players must be approved by the player’s home association and by BCLA, and clearly identified on the roster and on the game sheets.

**GAME FORMAT FOR TYKES**

1. Tykes games will be played wide length.
2. Modified mini games will consist of two 15-minute run time periods, with a 3-minute rest break between periods.
3. The 5-minute warm-up will start at the scheduled start time, or when the floor is ready if later.
4. No penalties will be assessed per CLA rules.

**GAME FORMAT FOR NOVICE**

1. Novice games will be played length width in a modified (shortened) box.
2. Games will consist of three 15-minute run time periods, with a 3-minute rest break between periods.
3. The 5-minute warm-up will start at the scheduled start time, or when the floor is ready if later.
4. Players assessed penalties will serve, with the play will continuing 3 on 3.

**TOURNAMENT FORMAT AND TIE-BREAKING PROCEDURE**

1. To keep to the schedule in Round Robin games, the tournament coordinator in consultation with the referees may:

Shorten the warm-up to 3 minutes, then;

Shorten one period by 5 minutes, then;

Shorten a rest time by 1 minute, then;

Shorten a second period by 5 minutes.

1. For all games, five (5) points will be awarded as follows:

Period win = 1 pt; Period tie = ½ pt; Game win = 2 pts; Game tie = 1 pt; Game loss = 0 pt

1. If two or more teams are tied after the Round Robin play, the following will determine the final placing:

Record against each other, then;

Fewer penalty minutes based on all games played, then;

Highest Goal Average using the formula [Goals For / (Goals For + Goals Against)], then;

Coin toss.

1. There will be no medal round for tykes.
2. For consolation and final games, the following procedure will be followed to break a tie:
3. Teams do not switch ends;
4. 2-minute break;
5. One 5-minunte run time sudden victory overtime;
6. If the game is still undecided, 3-player shootout (no break);
7. If the game is still undecided, sudden victory shoot-out (no break). Whole roster must shoot before players can repeat.

**OTHER**

1. The tournament committee reserves the right to remove from the tournament any player, coach or spectator that behaves in a manner considered inappropriate for a minor sporting event. Abuse of referees, game officials or tournament volunteers will not be tolerated.
2. Any player or coach assessed a game misconduct will automatically be suspended 1 game. Any player assessed a gross misconduct, double game misconduct or fighting major will be expelled for the remainder of the tournament. These decisions are not subject to appeal or protest.
3. Team officials are responsible for the conduct of their players and parents while at the tournament venue.
4. It is the responsibility of each team to ensure that their assigned dressing room are kept clean, and to ensure no damage to the facilities used for the tournament. Teams and/or individuals will be held responsible for any damage.

**PROTESTS**

1. Any official protest shall be documented and submitted together with a $100 bond to the tournament coordinator within one hour of the end of the disputed game. Protests will be handled by the tournament committee. The protest bond will be returned if the protest is upheld.