



**RIDGE MEADOWS MINOR HOCKEY
JIM LINDSAY MEMORIAL TOURNAMENT
DECEMBER 19-22, 2025**

RULES

GENERAL

All players and team officials listed on the team rosters must be registered with their respective associations and properly insured for this tournament. The Tournament Organizers, Ridge Meadows Minor Hockey Association, Pitt Meadows Arena, and Planet Ice Maple Ridge assume no responsibility for injuries caused to game officials, spectators, players, or team officials while participating in this tournament. The above parties also assume no responsibility for lost game time due to unforeseen events such as power failures or any other emergencies. All games will be governed by Hockey Canada, BC Hockey and P.C.A.H.A. rules and regulations.

There will be no refund of the entry fee should your team withdraw after the registration deadline, unless another team can be found to fill your spot. The roster shall be handed in prior to the start of the first game, and must include any eligible affiliated players that might play.

Team managers are responsible for updating their rosters in Spordle thirty (30) minutes prior to their scheduled game. If your team does not have access to Spordle due to being outside of the PCAHA or experiencing technical difficulties please report to the Tournament Desk.

Home Team will wear light jerseys and visiting team will wear dark unless otherwise agreed to by both teams. The designated home team is responsible for changing game jerseys if a colour conflict exists. All players, including the goaltender, must be wearing jerseys with a Stop Patch on it, and in the designated placement. Proper CSA approved gear, including neckguards, must be worn at all times. Teams must adhere to PCAHA equipment rules. Game pucks will be supplied by the home team. Teams from the USA are not mandated to wear neckguards.

Teams are responsible for the security of their change rooms and personal belongings. Please ensure that you bring your own lock for the change rooms. Team officials will be responsible for the conduct of their players and parents on and off the ice and for ensuring their dressing rooms are left in a neat and orderly condition. Any damage caused by the players, parents or team officials will be billed to the team or Association responsible.

The tournament committee reserves the right to alter and enforce any rule deemed necessary to operate the tournament in a safe, timely and efficient manner.

GAME FORMATS

U18A - TIER 1,2,3 (LINDSAY, LEVAN AND LADD GROUPS)

ROUND ROBIN

Full round robin, three (3) games. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 3 minute warm up. All games are 1 hour 30 minutes (15/15/half remaining time plus two minutes - stop time). No Overtime or Shoot Out will be played.

SEMI FINALS

Seed #1 vs Seed #4

Seed #2 vs Seed #3

All semi final games are 1 hour and 30 minutes in duration (15/15/half remaining time plus two minutes). If the game is tied a 5 minute sudden death stop timed overtime period will be run. Overtime will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

The winners from the semi finals will play for Gold and Silver. The final game will be 2 hours in duration. (20/20/half remaining time). Ice Clean halfway through. If the game is tied a 5 minute sudden death stop timed overtime period will be run. Overtime will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

U18C (RECREATION)

ROUND ROBIN

Full round robin, four (4) game guarantee. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. All games are 1 hour 30 minutes (15/15/half remaining time plus two minutes - stop time). No Overtime or Shoot Out will be played.

After the Round Robin:

U18C teams will be seeded **1-13**.

Seed #1 - BYE

Seed #2 - BYE

Seed #3 - BYE

Seed #4 vs Seed #13

Seed #5 vs Seed #12

Seed #6 vs Seed #11

Seed #7 vs Seed #10

Seed #8 vs Seed #9

QUARTER FINAL GAMES

Seed #1 vs Winner of 'Seed #8 vs #9'

Seed #2 vs Winner of 'Seed #7 vs #10'

Seed #3 vs Winner of 'Seed #6 vs #11'

Winner of 'Seed #4 vs Seed #13' vs Winner of 'Seed #5 vs #12'

All quarter final games are 1 hour 30 minutes (15/15/half remaining time plus two minutes - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be run. Overtime will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

SEMI FINAL GAMES

WINNER OF QF GAME:

Seed #1 vs Winner of 'Seed #8 vs #9'

Winner of 'Seed #4 vs Seed #13' vs Winner of 'Seed #5 vs #12'

WINNER OF QF GAME:

Seed #2 vs Winner of 'Seed #7 vs #10'

Seed #3 vs Winner of 'Seed #6 vs #11'

All semi final games are 1 hour 30 minutes (15/15/half remaining time plus two minutes - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be run. Overtime will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

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GAME MVP

A game MVP will be selected from each team by their own coaching staff at the conclusion of each game.

POINT SYSTEM

Scoring in the round-robin play will be based on two (2) points for a game win, one (1) point for a game tie and zero (0) points will be awarded for a game loss.

ROUND ROBIN PLAY

A team can only win by a 6 goal differential. For example if a team wins 10-0, they will be recorded as winning the game 6-0. The Tournament Committee reserves the right to expel any team from the tournament who they feel is purposely "running" up the score. We want to create a fun and competitive environment and not discourage players from wanting to play hockey!

TIE BREAKERS (FOR ALL DIVISIONS)

Team standings will be determined after the round-robin with ties being resolved by the following tiebreakers as specified below:

- a) The winner of the round-robin game between tied teams.
- b) Most game wins.
- c) Least game losses.
- d) Fewest "goals against" between the tied teams.
- e) Greatest number of "goals for" between the tied teams.
- f) Least penalty minutes between the tied teams.
- g) Coin toss if a), b), c), d), e) or f) do not break tie.

In the event of a 3-way tie or more, if any team(s) are deemed to have a higher standing than the other(s) using b), c), d), e) or f), the determination of which of the remaining teams ranks higher will revert back to comparing the two remaining teams using a).

MISCONDUCTS

Any player receiving a gross misconduct or a match penalty will be suspended for the balance of the tournament. Team officials receiving a game misconduct will be suspended from the tournament. It is the sole responsibility of the team coaches and team managers to ensure that ineligible players do not play. Playing an ineligible player may result in the entire team being disqualified from the tournament.

REFEREE'S DECISION

Please remember that there will be Zero Tolerance for verbal or physical abuse of our referees. The referee's decision is FINAL & no protests or appeals will be accepted after the game in regards to on ice decisions. If a team has serious concerns or complaints regarding game officials, they are to submit these concerns in writing on their association letterhead, signed by their association president. A copy of the game sheet should accompany this letter.

ABUSE OF OFFICIALS OR SPECTATORS

If anyone is deemed to be abusive to other spectators, players, officials or committee volunteers, they will be asked to leave the premises.

SCHEDULING

If the tournament gets behind schedule, the tournament coordinators at his/her discretion can and will adjust the remaining times and that decision is final.

MERCY RULE

If at any time during a game, one team is six (6) goals ahead, the game will be played on running time, with minor penalties being 3 minutes in length. Should the team behind score to narrow the spread to five (5) goals then the game reverts to stop time.

ANY QUESTIONS REGARDING THESE RULES MUST BE DISCUSSED WITH THE TOURNAMENT DIRECTOR PRIOR TO THE BEGINNING OF THE TOURNAMENT. HAVE FUN AND ENJOY THE TOURNAMENT!