

PlayStation Platinum Cup

TOURNAMENT

The GTHL is proud to have partnered with the Toronto Maple Leafs and PlayStation to host the 2nd Annual PlayStation Platinum Cup.

The Tournament will play host to 24 total teams across three (3) ATOM Divisions: Atom A, Atom AA and Atom AAA.

FORMAT

Each team, within their respective caliber (A, AA, AAA), plays in one of two (2) divisions. The tournament consists of a round-robin format with each team being guaranteed three games within the round robin portion of the tournament. The schedule will be balanced in which teams play their games against the other teams within their own division.

At the conclusion of the Preliminary (Round Robin) round each will qualify for the playoff round and are guaranteed a single elimination game beginning with quarter final play.

More information regarding Tie Breaking and Playoff seeding is listed below.

Playoff Seeding

All teams will advance to the Quarter-Final round and will play a single elimination game. The Quarter-Final matchups will be as follows:

1st Place Division 1 vs. 4th Place Division 2
2nd Place Division 1 vs. 3rd Place Division 2

1st Place Division 2 vs. 4th Place Division 1
2nd Place Division 2 vs. 3rd Place Division 1

Tie Breaking Formulas to determine the overall seeding is noted below under TIE BREAKING FORMULA.

Tie Breaking Formula – Ties in Standings – 2 Teams Tied

- a. Head to Head winner, if applicable, will be awarded the higher position.
- b. If a tie still exists than the team with the most wins shall be awarded the higher position. (Using all four games of the round robin.)
- c. If still tied, add the goals for and the goals against together and divide into the goals for with the team having the highest percentage being awarded the higher position. This method shall take into account all four of a team's

games in the round robin.

- d. If still tied the team with the fewest goals against (all round robin games played) will gain the highest position
- e. If still tied the team with the least number of minutes in penalties throughout all of the round robin games are awarded the higher position.
- f. If still tied, a single coin toss will determine which team is awarded the higher position.

Tie Breaking Formula – Ties in Standings – 3 or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd etc.... If any step in the tiebreaker only seeds one team, that team assumes that position. The three team tiebreaker will continue to determine the seeding of the two remaining teams. **At no time will teams using this formula go back to the two-team tiebreaker**

- a. If a tie exists than the team with the most wins shall be awarded the higher position. (Using all four games of the round robin.)
- b. If still tied, add the goals for and the goals against together and divide into the goals for with the team having the highest percentage being awarded the playoff positions. **This method shall take into account all the round robin games.**

Note: The highest percentage gains the highest position(s).

This exercise establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the “Two Team Tiebreaker”.**

Example:

- A. Team A - $.714 = 1$ seed - Advances
Team B - $.500 = 3$ seed – Does not advance
Team C - $.650 = 2$ seed – Advances
- B. Team A - $.714 = 1$ seed – Advances
Team B - $.500 =$ Still tied with team C – goes to next step
Team C- $.500 =$ Still tied with team B – goes to next step
- c. If still tied the team with the fewest goals against (all round robin games

played) will gain the highest position

- d. If still tied the team with the least number of minutes in penalties throughout all of the round robin games is awarded the higher position.
- e. If still tied, a single coin toss will determine which team is awarded the higher position.

OVERTIME AND TIES

- a. In Preliminary Round games, all games ending in a tie will remain as such and teams will each be awarded one point (1) in the standings
- b. Ties in the quarter-finals, semi-finals, and championship final shall be handled as follows: **ALL OVERTIME PERIODS WILL BE PLAYED 3 ON 3.**
- c. QF/SF/Finals: One five (5) minute stop time period, 3 skaters plus goaltender, change ends. Sudden victory. Shoot-out if necessary.
- d. **Shoot-Out:** Select three players per team. Teams shoot alternately and all three shoot. If no winner, continue in sets of one, using different players. Goalies must be those who were last used in overtime. Flip of coin decides which team shoots first. Continue rotation in same order until there is a winner. If one team completes its player rotation before the other because it has fewer players, without a winner, both teams will be allowed to revert to their starting sequence and to repeat that sequence.

FIGHTING AND MATCH PENALTIES

Any player who incurs a major penalty for fighting or a match penalty for any reason must retire to the team's dressing room for the balance of that game and at the discretion of the Tournament Chairman and Committee **MAY BE SUSPENDED FOR THE BALANCE OF THE TOURNAMENT.**

HOME AND VISITING TEAMS

White or light coloured jerseys will be designated as the 'Home' team colours. Home teams in playoff games will be chosen based on a team's seeding for the quarter-final games and pre-determined for the semi-final and final games. Should teams require a change of jersey, a coin flip will determine the team requiring to do so. All teams should a light and dark jersey.

DRESSING ROOMS

Only players, team officials named on the team list and Tournament officials will be permitted in team dressing rooms

LENGTH OF GAMES

Prior to each game, the ice shall be resurfaced. Teams are to be ready to start the pre-game warm-up when the flood is complete. Once both teams are on the ice, a three-minute warm-up shall begin.

All tournament games will consist of three 12-minute periods (12-12-12), all stop-time.

Running-time shall occur from the start of the third period onward if the spread in the score is five goals or more at any time. If the spread in the score reverts to a three-goal difference, the game clock shall return to stop-time. Running-time will resume if the score again becomes a five-goal spread.

TIME-OUTS

Each team shall be permitted to take one time-out of thirty seconds during the course of regular playing time or overtime. Teams may use time-out (1) in any Round Robin or Playoff Game

PRE-GAME WARMUP

Prior to each game, there shall be a two (3) minute warm-up, which shall be counted down on the arena timer and shall start once both teams are on the ice, the officials are on the ice (**Players are NOT to go on the ice without the presence of the game officials**) and the nets are pegged. **Please make note that games will not start early.**

In the case of the championship finals, the warm-up will take place as advised to the two participating teams at that time.

MERCY RULE

From the start of the third period onward, if the spread in the score is five goals or more at any time, the game shall be running time. If the goal spread in the score reverts to a three-goal difference, the game clock will return to stop time unless the score becomes a five goal spread again, in which case the running time will resume.

EARLY GAME STARTS

Games may start earlier than the advertised time if both coaching staffs agree. No game will start more than 15 minutes early. **No games will start early in the playoffs.**

TOURNAMENT REGISTRATION REQUIREMENTS

The Manager/Coach must present each teams' Hockey Canada approved roster form or a copy of the USA Hockey Roster Form, to confirm the eligibility of each player, to the Tournament Registrar 1 hour prior to the teams first game. The tournament office is located at MasterCard Centre and will be clearly marked.

GAME SCHEDULE

Please keep as a reminder that **NO GAMES ARE TO START EARLY THROUGHOUT THE TOURNAMENT** even if it is running ahead of schedule.

TEAM PRE-GAME REQUIREMENTS

- (a) Teams must be at MasterCard Centre (MCC) one (1) hour before their scheduled game times.
- (b) Coach/manager must come to the tournament games office before game time to:
 - i) Resolve any sweater conflicts
 - ii) Fill out game sheet – **MUST BE COMPLETED AT TOURNAMENT OFFICE TWENTY (20) MINUTES PRIOR TO EACH GAME**

TEAM POST-GAME REQUIREMENTS

At the end of the game, teams are to line up at their respective blue lines for the announcement and presentation of the PlayStation Cup Players of the Game. Following this presentation, teams shall leave the ice and retire to their dressing rooms.

- A. Teams are requested to vacate their dressing rooms no more than 20 minutes following games.
- B. For all teams, equipment may **not** be stored at the arena.



CHECKING FROM BEHIND

The Penalty for this rule is as follows:

- a. A Minor penalty plus a Game Misconduct or a Major penalty plus a Game Misconduct at the discretion of the Referee, based on the degree of violence of the impact; shall be assessed any player who intentionally pushes, body checks, or hits an opposing player from behind, anywhere on the ice.
- b. If a player is injured, a Major penalty plus a Game Misconduct must be assessed. A Match penalty could also be assessed under this rule.
- c. Where a player is high-sticked, cross-checked, bodychecked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend themselves, a Match penalty shall be assessed
- d. Note: Referees are instructed not to substitute other penalties when a player is checked from behind in any manner. This rule must be strictly enforced.

Head Contact

Deliberate checks to the head have become a major problem in today's game. All head injuries, specifically concussions are on the rise. Concussions not only deprive players of playing time, they end players' careers and can have long term affects away from the rink.

Checks to the Head demonstrate a lack of respect and fair play and must be penalized. Any moderate and unintentional head contact must be penalized with a Minor Penalty. Any moderate but intentional head contact (the helmet absorbs the hit) will result in a double minor penalty for head contact. Any unintentional or intentional head contact where the helmet does NOT absorb the hit, will result in a Major penalty and a Game Misconduct for Head Contact. A Match Penalty can also be called under this rule.

SUSPENSIONS

GTHL Minimum Suspension List will be in use throughout the tournament.