



QMJHL CUP Rules & Regulations

1. A maximum of 20 players (2 of whom must be goalies) can be dressed for each game.
2. To participate in the QMJHL Cup, a team must be selected through the Branch Program of Excellence Hockey Development Festival/Selection Camp.
3. Each team roster must be approved and verified by the Branch Executive Director.
4. The championship will be played according to official Hockey Canada Rules with the exceptions as listed below:

Icing the puck/hybrid icing – Hockey Canada Rule 6.7 (e)

Player change on icing calls – Hockey Canada Rule 6.7 (d)

Delay of game/shooting or throwing the puck of out play – Hockey Canada Rule 10.1

Delay of game/goaltender shooting or throwing the puck out of play – Hockey Canada Rule 10.1

5. The teams will play a single round robin series. The round robin scoring system will be as follows:
 - 3 points for the winning team at the conclusion of regulation time
 - 1 point for both teams at the conclusion of regulation time if the game is tied
 - An additional point earned for the team winning the game in a 5-minute overtime period, or the Penalty-Shot Shootout Procedure if the teams are still tied following conclusion of the overtime period
 - 0 points for the team losing the game in regulation time
6. The assignment of home teams is outlined on the schedule. In the Championship Game/ Consolation Game, the team which finished highest in the final round robin standings shall be the home team.
7. The length of QMJHL Cup Games will be twenty (20) minute stop time periods.
8. In the event the teams remain tied at the conclusion of regulation time, teams will remain at the same ends and commence one (1) five-minute sudden victory 3 vs 3, stop time period. If still tied, the shootout will apply.
9. In the event that teams are tied at the conclusion of round-robin games, the following tie breaking procedure will apply:

Tie Breaking Sequence

Two Teams Tied

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the final games are played.

1. If two teams are tied:
 - 1.1 The winner of the round robin game between the two tied teams gains the higher position.
 - 1.2 The team with the most wins in the round robin gains the higher position.
 - 1.3 If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.
NOTE: All round robin games are included.

Example: For = 10 goals Against = 4 goals

Percentage $\frac{10}{10+4} = .714$

NOTE: The higher percentage gains the higher position
 - 1.4 If the two teams are still tied after 1.1, 1.2, and 1.3 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.
 - 1.5 If the two teams are still tied after 1.1, 1.2, 1.3, and 1.4 have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
 - 1.6 If the two teams are still tied after 1.1, 1.2, 1.3 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. 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

2. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
 - 2.1 The team with the most wins, in games among the three teams, would gain the highest position.
 - 2.2 If teams are still tied after 2.1 has been applied, then the team with the best goal average, in games among the three teams, gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included

Example: For = 10 goals Against = 4 goals

Percentage $\frac{10}{10+4} = .714$

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

The exercise of 2.2 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 – go to next step 2.3.
Team C- .500 = Still tied with team B – go to next step 2.3.

- C. Team A – .650 = Still tied with team B – go to next step 2.3.
Team B - .650 = Still tied with team A – go to next step 2.3.
Team C - .500 = Does not advance

- 2.3 If teams are still tied after 2.1 and 2.2. The team with the fewest goals against (all round robin games played) will gain the highest position.

- 2.4 If teams are still tied after 2.1,2.2 and 2.3. The team with the most goals for (all round robin games played) will gain the highest position.

- 2.5 If teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.

- 2.6 If teams are still tied after 2.1, 2.2, 2.3, 2.4 and 2.5 have been applied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

- 10. (a) A suspended player shall not be eligible to take part in the QMJHL cup, unless the branch approves his or her participation based on branch regulations.

- (b) If a player or team official is ordered to the dressing room for the balance of the game, he/she shall be subject to any further disciplinary action deemed necessary by the Discipline Committee.

- (c) A player or team official ordered to the dressing room for the balance of the game or for receiving a penalty that would require a suspension shall not take part in any closing ceremonies following the game. Should this take place during the final game of the tournament, the player or team official shall not take part in the closing ceremonies for the QMJHL Cup.

- 11. (a) The Discipline Committee will rule on all grievances resulting from any of the championship games. The members of this Committee shall be appointed as follows:
 - (i) The Hockey Canada Representative who will act in this capacity this year, or designate, who shall act as Committee Chairman.

 - (ii) The Director of Operations from each of the participating Teams.

 - (c) A written report of any disciplinary action by the Discipline Committee will be forwarded to the President of the Branch concerned.

 - (d) All press releases or public statements related to disciplinary action shall be made only by the Chairman of the Discipline Committee.

- 12. Protests **will not** be entertained on the outcome of any FINAL championship game.

13. All HNB/HNS/HNL/HPEI coaches are to wear helmets on the ice for practices held at the QMJHL as per the Hockey New Brunswick, Hockey Nova Scotia, Hockey Newfoundland and Labrador and Hockey PEI Policy.

14. Shoot Out Procedure

If no goal is scored in the overtime period (semi-finals, bronze and gold medal game only) then the Shoot Out Procedure will apply. The following procedure will be utilized:

- a. Three (3) different shooters from each team will take alternate shots, until a decisive goal is scored.
- b. Each team will select three (3) shooters and must present a list to the game officials.
- c. If after three (3) rounds of shooters there is no declared winner, teams will continue to select one player at a time until the tie is broken. This is sudden victory.
- d. All Players (excluding goalies) must shoot once before going back through the line up a second time.
- e. If a player was serving a minor penalty at the conclusion of overtime, they are permitted to be part of the shootout. Players that have been removed from the game are not eligible to shoot.
- f. The visiting team shall shoot first.