



About The Steeltown Showdown...

The 2026 Tournament runs from Friday, February 13th to Monday, February 16th. Registration is to be completed online via GrayJay:
<https://grayjaypay.ca/programs/details/4638>

The Steeltown Showdown features 2 x 12 minute stop-time and 1 x 15 minute stoptime periods for all round robin and quarter final games.

The semi-finals and championship games will feature 3 x 15-minute stop-time periods with flood between 2nd and 3rd period.

Teams are **guaranteed 4 games**, and **all** teams make the playoffs.

Tournament Rules

1. **All teams traveling to the Tournament from outside the “Cape Breton Zone” require a written travel permit.** It is recommended that you bring a copy of travel permit with you. Teams from Sydney, Glace Bay and County, Cape Breton West are included in the Cape Breton Zone and do not require travel permits for this tournament.
2. Each coach and / or manager shall be held responsible for the conduct of his / her team while in the arena, dressing rooms and on the ice.
3. For all Tournament games, the coach / manager shall have his / her team in the arena a minimum of thirty (30) minutes prior to the scheduled game time. If the tournament is running ahead of schedule, the starting time of any game may be advanced a maximum of twenty (20) minutes at the discretion of the Tournament Committee.
4. Each team is required to vacate the dressing room within 20 minutes after their game has ended.
5. All teams must dress a minimum of ten (10) players, including 1 goaltender, for each Tournament game unless permission to do otherwise has been granted by the Tournament Committee.
6. Failure to ice a team OR failure to show up for any scheduled game will result in a default by the score of 5 – 0. Coaches / managers are encouraged to confirm all game times / locations as posted on the tournament website. This includes all Crossover and Championship games.
7. Any coach or manager who, in the opinion of the Tournament Committee, displays poor sportsmanship or is a bad example, shall be suspended from the Tournament. Any team which, in the opinion of the Tournament Committee, deliberately affects the

outcome of a game in an effort to exploit the tie breaking formulae, will be expelled from the Tournament and the opposing team will be awarded the game by a score of 5 – 0.

8. **NO PROTESTS** will be entertained by the Tournament Committee.

9. Proof of age for any player participating in the Tournament must be available upon request for review and verification by the Tournament Committee.

10. **NO TIME OUTS** are permitted in round robin, quarter finals or semi-final games.
ONE TIME OUT is permitted by each team in Championship game

11. All players and bench officials will shake hands after the game.

12. Any player that leaves the playing surface or bench area (for any reason) must be accompanied by a team official to their respective dressing room.

All teams are guaranteed a minimum of four (4) games.

1. Depending on the number of teams in a level, teams are then assigned to two conferences of four teams within their level.
2. All teams advance to the quarter finals
3. The top team from each conference will play the bottom team from the other conference, while the 2nd place team in one conference will play the 3rd place team from other conference in the quarter finals
4. Winners from quarter finals will advance to the semi-finals
5. If two teams from each conference remain after quarter finals, the top placed team remaining from one conference will play the lowest place team from other conference in semi-finals to maximize different teams played in Steeltown Showdown. ****The highest placed team in each conference will not play each other in semi-finals****
6. The record and tie breaker will be based on scores from both round robin and quarter finals – see tie breaker rules below.
 1. If 3 teams from one conference remain after quarter finals (and top team in other conference not remaining) the team with the best record from one conference (see tie breaker rules below), will play the remaining team from other conference. The 2nd and 3rd place teams from the same conference will play each other. The record and tie breaker will be based on scores from both round robin and quarter finals (*****added clarifying points Feb 15****)
 2. If 3 teams from one conference remain after quarter finals (and both top teams in conference advance) the team with the best record from among top teams will play lowest seeded team remaining (*****added clarifying points Feb 15***)

3. If 4 teams from one conference remain after quarter finals, the team with the best record from that conference (see tie breaker rules below), will play the lowest place team from that conference. The record and tie breaker will be based on scores from both round robin and quarter finals.
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1. During the round robin portion of the Tournament, each team will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
 2. There will be a two (2) minute warm-up for each Tournament game, as posted on the game clock, immediately following the closure of the Zamboni doors.
 3. All round robin / quarter-final games will consist of two (2) twelve (12) minute & one (1) fifteen (15) minute stopped time periods.
 4. Semi-final and Championship games will consist of three (3) fifteen (15) minute stopped time periods with flood between 2nd and 3rd period.
 5. If, for any reason, the Tournament is running behind schedule, Tournament Officials reserve the option to implement “straight time” at any time during any game, including crossover and championship games.
 6. If a five-goal differential is reached at any time during the third period of any game, including crossover and championship games, “straight time” will be implemented for the remainder of the game. The clock can be stopped by the referee (at his / her discretion) due to injury, intentional delay of game, etc. Minor penalties during “straight time” will be posted as 3 minutes and will start at the drop of the puck. If the score gets within 2 goals, we will revert to stop clock.
 7. There will be **no body checking permitted**
 8. Slapshots are permitted at all levels and divisions of the Tournament.
 9. The Nova Scotia Minor Hockey Council “Code of Discipline” will be enforced at the Tournament. All suspensions will be reported to the Nova Scotia Minor Hockey Council Suspension Coordinator within twenty four (24) hours of the infraction by the Tournament Chair or his / her designate.
 1. **COACHES are responsible** to verify length and severity of all suspensions with their Regional Director.
 2. **COACHES are responsible** to ensure that any suspended player or team official does not participate in the Tournament during the period of his / her suspension.
 3. If a player or team official does participate in any Tournament game while under suspension, their team will forfeit the game by a score of 5 – 0 and the violating team will be suspended from the Tournament.

Tie-Breaking

Tie-breaking formulas, if necessary, to determine placement in semi-final games following the quarter final portion of the Tournament shall be as follows.

As noted above, the semi-finals will attempt to have teams play teams in other conference that they haven't yet played in Tournament where possible, so tie-breaking rules will largely be in effect when there are tied teams within a division.

Two Teams Tied within a Division

1. If two teams are tied in points, the winner of the game between them is awarded the higher standing.
2. If two teams are tied in points and the game between the two ended in a tie, or the two teams have not played each other during the round robin portion of the Tournament, the higher standing will be determined based on the ratio of goals for to goals against, (goals for divided by goals against), calculated to three (3) decimal places. The higher standing will be awarded to the team with the higher ratio. This will be calculated based on round robin and quarter final games
3. If the two teams are still tied, the higher standing will be determined by goal differential, (goals for minus goals against). The higher standing will be awarded to the team with the higher differential. This will be calculated based on round robin and quarter final games
4. If the two teams are still tied, the higher standing will awarded to the team scoring the most goals in the round robin and semi-final portion of the Tournament.
5. If the two teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin and quarter final portion of the Tournament.
6. If the two teams are still tied, the higher standing will be determined by a coin toss.

Three Or More Teams Tied within Division

1. If three or more teams are tied in points, the higher standing will be determined based on the ratio of goals for to goals against, (goals for divided by goals against), calculated to three (3) decimal places. In calculating this ratio, only the records of the tied teams in games against each other shall be considered. The team with the higher ratio will be awarded the higher standing. The second highest ratio gets second place, etc. This will be calculated based on round robin and quarter final games
2. If the teams are still tied, the higher standing will be determined by goal differential, (goals for minus goals against). In calculating this differential, only the records of the tied teams in games against each other shall be considered. The higher standing will be awarded to the team with the higher differential. The second highest differential would get the next highest standing, etc. This will be calculated based on round robin and quarter final games
3. If the teams are still tied, the higher standing will be awarded to the team scoring the most goals in the round robin portion of the Tournament. In calculating this total, only the records of the tied teams in games against each other shall be considered. The second highest goals for would get the next highest standing, etc. This will be calculated based on round robin and quarter final games

4. If the two teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin and quarter final portion of the Tournament. This will be calculated based on round robin and quarter final games

Tie-Breaking Format For Quarter-Final, Semi-Final & Championship Games

1. If a Quarter-Final, Semi- Final or Championship Game is tied at the end of regulation time, the following tie breaking format will be used (goaltenders to remain in same end as third period for the duration of the overtime periods):
 1. 5 minute stopped time, 4 vs 4, sudden death.
 2. 5 minute stopped time, 3 vs 3, sudden death.
 3. If a penalty is assessed during the 3 vs 3 portion of the overtime, a player is added from the nonpenalized team until the penalty expires and the next stoppage of play occurs. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.
 4. At no time will any team play with less than three skaters during the overtime. If a team is assessed a penalty that would leave the team with less than three skaters, the penalized skater would serve his penalty, and the opposing team will add a skater, up to a maximum of five skaters. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.
2. If no winner has been determined after the two periods of overtime, a shootout will take place, using one goalie and three
(3) shooters from each team. Each of the shooters will take alternate shots on the opposing goalie until each of the six
(6) shooters has had their turn. The team that scores the most goals will be declared the winner. If a player is serving a penalty that has not yet expired by the end of overtime, this player will not be allowed to be one of the first 3 shooters.
 1. If still tied, one skater from each team will take a shot. This continues until one skater scores and the other does not. Penalized players are now eligible to shoot.
 2. No player may take a second shot until all skaters on a team have taken a shot. Order of shooters may be changed for the second round.

Playoff Games

The following procedure will be used in determining the Bye position for a playoff game, in determining home team for Quarter or Semi-finals, and in determining the home team for Championship games

1. The team who has accumulated the most points.

2. The team with the best goals for/goals against ratio for all games played including playoff games.
3. The team with the highest differential for all games played including playoff games.
4. The team with the most goals for in all games played including playoff games.
5. The team with the least amount of penalty minutes in **ALL** games played
6. Coin toss.