



Official 2026 Steeltown Showdown Rules

The **2026 Steeltown Showdown Tournament** runs from **Friday, February 13 to Monday, February 16, 2026**.

Registration must be completed online via GrayJay:

<https://grayjaypay.ca/programs/details/4638>

Location

All Tournament games will be played at the **Membertou Sports & Wellness Centre**.

Game Format

- All round-robin games will consist of:
 - Two (2) 12-minute stop-time periods
 - One (1) 15-minute stop-time period
- Semi-final and Championship games will consist of:
 - Three (3) 15-minute stop-time periods
 - Ice flood between the 2nd and 3rd periods

- Teams are guaranteed a minimum of four (4) games.
- The top four (4) teams advance to the semi-finals.

Tournament Rules

1. All teams traveling to the Tournament from outside the Cape Breton Zone require a written travel permit. Teams are encouraged to bring a copy of their travel permit with them.
 - Teams from Sydney, Glace Bay, North Sydney, County, Cape Breton West, and Strait Richmond are included in the Cape Breton Zone and do not require travel permits.
2. Each coach and/or manager is responsible for the conduct of their team while in the arena, dressing rooms, and on the ice.
3. For all Tournament games, teams must be in the arena a minimum of thirty (30) minutes prior to their scheduled game time.
 - If the Tournament is running ahead of schedule, the start time of any game may be advanced by up to twenty (20) minutes, at the discretion of the Tournament Committee.
4. Each team must vacate the dressing room within twenty (20) minutes after their game has ended.
5. All teams must dress a minimum of ten (10) players, including one (1) goaltender, for each Tournament game, unless permission is granted by the Tournament Committee.
6. Failure to ice a team or failure to appear for any scheduled game will result in a default loss of 5–0.
 - Coaches and managers are responsible for confirming all game times and locations as posted on the Tournament website, including championship games.
7. Any coach or manager who, in the opinion of the Tournament Committee, displays poor sportsmanship or sets a poor example may be suspended from the Tournament.
 - Any team that deliberately attempts to manipulate game outcomes to exploit tie-breaking formulas will be expelled from the Tournament, and the opposing team will be awarded a 5–0 victory.
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 by the Tournament Committee.
10. Timeouts:
 - No timeouts are permitted during round-robin games.
 - One (1) 30-second timeout is permitted per team in each semi-final and championship game.
11. All players and bench officials must shake hands following each game.
12. Any player leaving the playing surface or bench area for any reason must be accompanied by a team official to the team's dressing room.
13. This Tournament consists of seven (7) teams, forming one (1) division. Each team will play four (4) round-robin games.
14. The top four (4) teams following round-robin play will advance to the semi-finals.

15. Semi-final matchups will be as follows:
 - 1st place vs. 4th place
 - 2nd place vs. 3rd place
16. Tournament standings and tie-breakers will be determined based on round-robin results (see Tie-Breaking Rules below).
17. During round-robin play, teams will be awarded:
 - Two (2) points for a win
 - One (1) point for a tie
 - Zero (0) points for a loss
18. Warm-ups:
 - Round-robin games will have a three (3) minute warm-up, beginning immediately after the Zamboni doors close, as shown on the game clock.
 - Playoff games (semi-finals and championship) will have a four (4) minute warm-up.
19. All round-robin games will consist of:
 - Two (2) 12-minute stop-time periods
 - One (1) 15-minute stop-time period
20. Semi-final and championship games will consist of:
 - Three (3) 15-minute stop-time periods
 - Ice flood between the 2nd and 3rd periods
21. If the Tournament falls behind schedule, Tournament Officials reserve the right to implement straight time at any point during any game, including championship games.
22. If a five (5) goal differential is reached at any time during the third period of any game, straight time will be implemented until the differential becomes less than 5 goals.
 - The referee may stop the clock at their discretion for injuries, intentional delay of game, etc.
 - Minor penalties during straight time will be recorded as three (3) minutes and will begin at the next puck drop.
23. Body checking is not permitted at any level of the Tournament.
24. Slapshots are permitted at all levels and divisions of the Tournament.
25. The Nova Scotia Minor Hockey Council Code of Discipline will be enforced.
 - All suspensions will be reported to the N.S.M.H.C. Suspension Coordinator within twenty-four (24) hours by the Tournament Chair or designate.
26. a. Coaches are responsible for verifying the length and severity of all suspensions with their Regional Director.
b. Coaches must ensure that suspended players or officials do not participate during their suspension period.
c. Any team found using an ineligible or suspended player or official will forfeit the game (5–0) and may be removed from the Tournament.

Tie-Breaking Rules

Tie-breaking procedures are used to determine standings following round-robin play.

Two Teams Tied Within a Division

1. Head-to-head result (winner receives higher standing).
2. If tied or no head-to-head game occurred, ranking is determined by goals-for ratio:
 - Goals For ÷ (Goals For + Goals Against), calculated to three (3) decimal places.
 - Based on round-robin games only.
3. Goal differential (Goals For – Goals Against).
4. Most goals scored in round-robin play.
5. Fewest penalty minutes in round-robin play.
6. Coin toss.

Three or more Teams Tied Within a Division

1. If one team has beaten all teams they are tied with, they get the higher seed.
2. Goals-for ratio (Goals For ÷ Total Goals), calculated to three (3) decimal places (round-robin games only).
3. Goal differential (round-robin games only).
4. Most goals scored (round-robin games only).
5. Fewest penalty minutes (round-robin games only).

Tie-Breaking for Semi-Final & Championship Games

If a semi-final or championship game is tied at the end of regulation:

1. Goaltenders will remain in the same ends as the third period.
2. Overtime format:
 - Five (5) minutes, stop time, 3-on-3 sudden death
 - Ten (10) minutes, stop time, 2-on-2 sudden death
3. If a penalty occurs during overtime:
 - A player is added to the non-penalized team until the penalty expires.
 - Maximum of five (5) players per team on the ice.
4. If no winner is determined, 2-on-2 sudden death will continue until a goal is scored (no shoot-out).

Championship Game – Home Team Determination

The home team for the Championship game will be determined using the following criteria, in order:

1. Most tournament points.
2. Best goals-for ratio (Goals For ÷ Total Goals) across all games, including playoffs.
3. Best goal differential across all games.
4. Most goals scored across all games.

5. Fewest penalty minutes across all games.
6. Coin toss.