

BIG BANANA 3 ON 3 ICE HOCKEY TOURNAMENT

2nd oct – 6th Oct 2025

Coffs Harbour

- 15 minute games for all games.
- 1 x 14 minute games with a one minute changeover.
- We will need to manage the time strictly in order to fit all the games within the time frame. Clock will start on time even if teams are not ready. Please ensure that all teams are ready to go on the ice 5 minutes before the end of each game.
- Flying changes managed by coaches
- No icing
- No off-side
- No time-outs
- When play is stopped due to the goalie freezing the puck, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty for the offending team.
- No body checking.
- Penalties are as per IIHF hockey.
- Penalties are taken as penalty shots with play on after penalty shot. This rule to be clarified in detail at Coaches' and Manager's meeting – defensive players are NOT to "chase" or interfere with player taking the shot.
- Face-off at centre-ice to start, after goals scored, out-of-bounds or stoppage of play due to injuries.
- 5 goal differential stops the scoreboard for the leading team, starts again when differential is less than 5.
- Points will be awarded during round robin at 2 points for win, 1 point each for tie.
- 14.4.2. Team standings for the play-offs will be determined as follows:
 - (a) Highest points earned in the round robin games shall be T1, the second highest, T2 and so on.
 - (b) If tied, then the highest number of goals scored between the tied teams in their direct games with each other will be decisive.
 - (c) If there should be three or more teams tied on points, then a tie breaking procedure will be applied as follows. This process will continue until only two teams are tied, when the result between the two teams will determine the highest placed

team. In the case where the teams cannot be separated, the following steps will apply:

Step 1. Taking into consideration the games between the tied teams, a subgroup is created applying the points awarded in the direct games from which the teams are then ranked.

Step 2. Should three or more teams still remain tied in points, then the better goal difference in the direct games amongst the tied teams will be decisive.

Step 3. Should three or more teams remain tied in points and goal difference, then the highest number of goals scored by these teams in their direct games will be decisive.

Step 4. Should three or more teams still remain tied in points, goal difference and goals scored then the results between each of the tied teams and closest best-ranked team outside the sub-group will be applied. In the case the tied team with the best result (1. Points, 2 goal difference, 3, more goals scored) against the closest best ranked team will take precedence

Step 5. Should the teams still remain tied, then the results between each of these teams and the next highest best-ranked team outside the sub-group will be applied.

Step 6. Should the teams still remain tied after these five steps have been exercised, then Sport considerations will be applied and the teams will be ranked by their positions coming into the Championship (i.e. seedings)

Finals Rules: This year the Finals have been modified in order to accommodate all teams and players in the time available

- U9s: . TBD
- U11s: tbd
- U13s: tbd
- Tied finals will be decided with a best of 3 penalty shoot-out, then sudden death if still tied.

Play up/ Play downs:

Play ups are on a team basis

Play downs on a case by case basis after confirming with the Stars committee. Criteria for play downs will be based on age and skill level.