

RULES & REGULATIONS

Each team must have a minimum of 3 players plus a goalie. Youth teams may have a maximum of 6 players plus a goalie on its roster. Adult teams may have a maximum of 9 players plus a goalie on its roster.

Teams will be placed in divisions based on selection made by the Team Rep/Coach at the time of registration. Organizers will make every effort to place teams in divisions of equal caliber and with players of the same age, but are dependent on the information provided by the teams.

Rosters may be expanded prior to the close of the registration, but not thereafter. No roster changes/substitutions are allowed after the first scheduled game. Some roster changes may be permitted prior to the team's first scheduled game, but it is up to the discretion of tournament officials to approve any player changes / additions.

Tournament officials reserve the right to check ID at any time throughout the event and to disqualify players and/or their entire team for submission of false information, use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind.

All players' names must be listed on the score sheet before each game.

All playing rules shall follow those outlined in the 2005-2006 Hockey Canada Official Playing Rules with exceptions noted below.

All games will be played 3 on 3 plus the goaltender. A team may play without a goaltender at any time during the match.

Start of game and halves will be by face-off at the center. Teams will start the first half attacking towards their bench's half of the surface.

The ball will change possession after every goal scored. The scoring team must clear centre line until any of the defensive team's players passes centre.

On-the-fly line changes are permitted during the game. Alternates may change as needed, as long as the team does not exceed four (or three if the team is currently penalized) players on the playing surface at any time.

There can be no goaltender changes made during games, except in the case of injury.

When the ball is covered by the goaltender, the defending team gets possession of the ball in the defensive zone. The other team must go behind centre and give the team time to make a play. The team with possession is allowed 5 seconds to put the ball in play.

When a ball leaves play:

If the ball goes out over the backdrop off the offensive team:

The defending team receives possession of the ball in the defensive zone.

The opposing team must give the team with the ball the red line to make a play. The team with possession is allowed a maximum of 5 seconds to put the ball back into play.

If the ball goes over the backdrop off the defensive team:

The team on offense receives possession of the ball at the place closest to where the ball left play. The defending team must allow a stick's length of space from the offensive player to make a play. The team on offense is allowed a maximum of 5 seconds to put the ball back into play.

If the ball leaves play at either side of the rink the team that the ball did not go off of receives possession at the spot where the ball left play. The defending team must give the offensive a stick's length of space to make a play.

After a goal is scored:

There is no face-off. The team that was scored on gets possession immediately. The scoring team must clear centre, once any offensive player passes the centre the defensive team may attack.

After a penalty shot attempt:

There is no face-off. The penalized team receives possession of the ball in the defensive zone regardless of the penalty shot being successful or unsuccessful. The shooting team must clear centre, once a player on the offensive team passes centre the defensive team may attack.

TIME

Teams will be given a 2-minute warm-up before each game.

A 5-minute forfeit allowance will be strictly enforced. Clock will continue to run when game commences. Lost time will not be made-up.

All games will be 24 minutes; two 12 minute halves of run-time.

TIE-BREAKER POLICY

Round Robin games may end in a tie with the following tie-breaker rules in effect to determine teams to advance to championship round:

1. Points
2. Head to Head record
3. Number of wins
4. Goals scored minus the goals against in round robin games
5. Fewest goals allowed in round robin play
6. Goals scored in round robin play
7. Flip of a coin

Elimination games ending in a tie will be decided by a five minute sudden victory overtime followed by a Shootout. See below for Shootout rules.

PENALTIES

Infractions as defined in 2005-2006 Hockey Canada Official Playing Rules shall be enforced.

Infractions which result in a minor penalty assessment in ice hockey will result in a penalty shot at the time of the infraction. Time will be stopped for penalty shots. Major penalties will result in two penalty shots and the removal of the player who has committed the infraction.

Any player that gets penalized three times during one game for incidents mentioned above will be disqualified from participating in the remainder of that game.

Any stick which is waived at a ball above the player's shoulders will be penalized with a penalty shot as it is considered high sticking. Contact does not need to be made for a penalty to be called.

Regardless if a goal is scored or not the defensively takes possession of the ball in their zone. Any player on the team may take the penalty shot (i.e. the shot does not have to be taken by the player that was infringed).

No protests are allowed. Decision of officials is final.

Overtime & Shootout Rules – Elimination Games Only

At the end of regulation time, in the event of a tie game, there will be a 5 minute Sudden victory overtime.

If the score remains tied after the overtime period, the game will move to a shootout. The shootout will be 3 shooter format, with the team leading at the end of the round being declared the winner. Teams may determine the order at the time of the shootout. Players may not repeat as shooters until the full roster (excluding goaltender) has shot. The home team will determine which team shoots first. The shooters are allowed one shot, no rebounds and forward motion only. Referees will make the final decision on legal goals.

The shootout will continue in this format until there is a winner.

Players ejected from the game for any reason (three penalties or other infractions) may not participate in the overtime or shootout.

EQUIPMENT

All equipment must be supplied by the players/teams.

All goaltenders are encouraged to wear ice hockey approved goaltending equipment to include: CSA approved helmets with facemask (non-cat's eye), chest and arm pieces, blocker, glove, protective pants, goalie pads, and jock. Some street hockey goaltending equipment may be approved, dependent on competitive level/tier of play. *Street hockey equipment must be pre-approved by Tournament Organizers prior to competition.*

All players must wear ice hockey, ball hockey, or lacrosse gloves during play.

All players must supply a wood or composite stick which must be fully intact (no cracks, or sharp edges). **Floorball sticks are not permitted.**

Equipment (17 years of age and under): CSA approved helmet with a full facemask, protective gloves (approved ice hockey, lacrosse or ball hockey gloves), jock or jill strap are mandatory, and shin pads and elbow pads are highly recommended.

Teams must be wearing matching jerseys/shirts. All teams must have a second set of a different colour in case two teams have the same colour. If this occurs the Away Team must change. It is suggested that coaches tell players to just bring a similar colour t-shirt as back up.

SCHEDULE

The organizers will post the schedule electronically a minimum of three days prior to the event. The schedule will also be posted as a hard copy at the tournament registration area. The organizers have the right to change the schedule at any point throughout the tournament. Please be sure to check your schedule regularly throughout the tournament for any changes. Tournament organizers will not be responsible for any missed games due to schedule changes.

INJURY

The official reserves the right to stop the game in any case of injury. The official does not need to wait until the injured player's team has possession to stop the game.

Players cannot participate on the playing surface with an open abrasion. The abrasion must be covered before the player may return to the game.

EMERGENCY WEATHER ACTION PLAN

All games will be played through the rain as long as there is not lightning. Should lightning be seen (or severe weather as deemed by Tournament Organizers), all games will be stopped at that moment, and the officials will record the score and time remaining in the game at that time. Once the lightning has ceased for twenty consecutive minutes the games will resume at the point recorded by the officials. These games will be completed in full. Tournament organizers will then push the schedule back by the amount of time during the lightning delay (ie: lightning delay for 1 hour would cause a game scheduled for 1PM to be played at 2PM). All games going forward will run for a single 15 minute run-time period with a 3 minute warm-up until the tournament schedule catches back up to its originally scheduled game times. Team Reps are responsible for having their team at the rinks based on the Emergency Weather Action Plan.

RESPECT FOR NEIGHBOURS

Players and spectators may use sidewalks and boulevards at any time to watch games. If a player, or a fan of a team, is found to be on a neighbours property and being disrespectful the event organizers and referees have the right to penalize the associated players & or team.

Tournament Organizers make all final interpretations of the rules.