



2019 - Tournament Rules

1. RULES:

The tournament will be played under the Hockey Canada rules unless otherwise specified by the Tournament Committee and can be viewed at www.hockeycanada.ca or downloaded as an app on your smart phone.

2. CONTACT:

Full contact will be played at the 2004, 2005 & 2006 age groups.

Non-contact divisions will 2007, 2008, 2009, 2010, 2011, 2012 and all female divisions.

3. EQUIPMENT:

a) Jerseys: All home teams must wear light colored jerseys. If the team does not have light colored jerseys, the Tournament Committee must be notified one (1) hour before the game time so other arrangements with the opposing team can be made. It is the home team's responsibility to make sure this is done. If there is a delay in the starting of the game, the home team will be assessed two (2) minute penalty for delay of game.

b) Mouth Guards: Mouth guards are not mandatory.

c) Neck Guards: All division – Players must wear neck guards, no exceptions! All players in the tournament are also required to wear approved helmets, neck guards and full face mask. These neck guards MUST be BNQ certified as per Hockey Canada rule 3.6 (F). Referees are to follow this rule as per the wording strictly.

d) No stick measurements will be allowed.

e) Skate sharpening equipment is not allowed in any dressing rooms.

4. TEAM & ROSTER

a) Roster Size: All teams are only allowed to register and dress nineteen (19) players. The roster entered on the first game sheet of the tournament is the official roster for the rest of the tournament, and once the first game has started, the roster is frozen and no other players may be added without special permission from the tournament committee.

b) Goalies: Should a team only have ONE GOALIE on the team, and the goalie gets injured, then the rules for goalie changing will apply as follows. The team whose goalie was injured will have to put a player in net until the player going in goal has changed from his player gear to the goalie gear. A player can only play for one team and cannot be on two or more rosters.

c) Overage players: Overage players are allowed in some divisions. If you require overage players in the Male or Female division, please send us an email to seek approval.

register@canamshowdown.com

d) Underage players: Underage players are allowed.



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e) Illegal Players: Any team caught using illegal players will forfeit all wins/ties using said player(s) and all points for said games will be reduced to "0". The losing team (the legal team) will be awarded a win and gain two (2) points.

5. TEAM ADMINISTRATION & MANAGEMENT

a) Insurance: All teams must carry a minimum of \$2,000,000 insurance and the Tournament Committee must have a copy of the insurance at least one week prior to the start of the tournament.

b) Birth Certificates/Passport Copies: All teams' managers and/or coach must be able to produce a copy of proof of age if questioned.

c) Game Sheets: Each team is responsible for filling out the game sheet at least ½ hour prior to each game. It is mandatory for each team to bring 4 roster stickers per game to be used for time efficiency. Game sheets are to be filled out at the registration table. Coaches can pick up their copies of the game sheets after each game from the registration table.

d) Team Hotel: If you aren't a local team, you must provide us with the name of the hotel you are staying with. It is mandatory for all teams to stay with one of our partner hotels. Please provide our Arena Coordinator with this info, when you check in prior to your first game.

e) Dressing Room: All dressing rooms will be left clean by the team after each game. **Any room found to be left dirty will result in a five minute Major penalty being assessed at the start of the next game.** Any damage to a dressing room, that team's Manager and Head Coach will be held responsible for the cost of the damage. The Arena Coordinator shall be informed and make sure that the penalties will be applied to that teams' next game. Teams are expected to have cleaned and left room 30 minutes after the conclusion of the game.

f) Team Conduct: Coaches & Managers are responsible for the conduct for the players and parents during the tournament. Any abuse, racial remarks, or unbecoming conduct towards any players, referees, tournament staff & committee members or other fans will result in the person(s) responsible being removed from the arena for the rest of the tournament. Also, a five (5) minute major penalty will be assessed to the team with the abusive person(s) or player responsible.

g) Please have your team ready to go at least 10 minutes prior to the game so schedules can be accurately kept.

h) Most Valuable Player (MVP) Both Coaches are to pick the Most Valuable Player (MVP) for their own team following the game and can be awarded in the change room. MVP award will be given to the teams' managers when they sign their game sheet prior to the game.



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6. COMPETITION

- a) Game Time: All games will be 20 – 20 – 20 stop time. There will be a flood every second period throughout the day. Each game will start with a three (3) minute warm up and subsequent two-minute breaks between periods unless flooding. The Tournament will NOT be supplying warm up pucks.
- b) Delayed or Late Games: If the game is running behind or if an accident should occur, which results in a time delay, the clock will be dropped (if we can't finish the game in regulation time) to two (2) minutes when there is five (5) minutes remaining in the allotted time. All games will be played in the allotted time. Any changes will be decided by the Tournament Committee and their decision is final.
- c) Mercy Rule: If a team is losing by a difference of six (6) goals at the start or during the second period then straight running time will apply and all penalties will be three (3) minutes for a minor penalty, seven (7) minutes for a major penalty and then (10) for a misconduct. These penalties start at the drop of the puck. If the losing team gets within five (5) goals, stop time will resume and penalties will go back to normal times. Should straight time end on a goal the penalties will not be reduced in time. For example: Team A is winning by 6 goals resulting in run time. Team B takes a minor penalty resulting in a 3-minute penalty. Team B scores shorthanded resulting in stop time to recommence. The remaining powerplay time does not get reduced whether there's 1 second left or 2 minutes and 59 seconds left. The same would apply to a 2-minute minor penalty assessed during stop time and a goal being scored resulting in run time. No additional time would be added. This applies to major penalties as well.
- d) Overtime: All ties in round robin will remain a tie. Overtime will occur for playoff games only. Overtime is a five (5) minute stop time sudden death 3 on 3. Goalie can be replaced with a skater. If the game is still tied, each team will select three (3) shooters, each shooter will take one shot on an alternating basis between the two teams. Home team chooses which team will shoot first. The team with the most goals wins. If still tied, the process will go to sudden death. No player may shoot a 2nd time until all players on their team have shot.
- e) Timeout: One thirty (30) second timeout per game will be allowed to each team but must adhere to rule 10.1 7 (F) of the Hockey Canada Rule Book. Overtime will occur only in semi-finals and final games.
- f) Icing: Automatic icing will apply at all games. g) Penalties: ☐ Minor: 2 minutes ☐ Major: 5 minutes ☐ Misconduct: 10 minutes All penalties are stop time - See Mercy Rule #6c All Major penalties will be reviewed by the Tournament Committee and the decision is final. No protests will be heard. Officials are to complete all write-ups on the back of the first game sheet as required by the rules. All suspensions will be dealt with by the Tournament Committee. Should a player receive the combination of either, 2 Game misconducts, Gross misconducts, and/or Match penalties during the course of the tournament that player shall be ejected from the remainder of the tournament. Any coach or manager who receives a Game Misconduct under rules 9.2 (A), 9.2 (B2), for harassment of the officials, or a Gross Misconduct, shall be suspended for the remainder of the tournament. No exceptions, no appeals. Coaches and managers are expected to treat the officials with the upmost respect. Any issues with the officials can be brought to the attention of the tournament committee after a minimum 6-hour cooling period.



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h) Checking: Checking will be allowed in the 2004 2005, and 2006 age groups. No hitting in any female division.

i) Stick Infractions: Three (3) stick infractions in one game is an immediate game ejection. The stick penalties are high sticking, slashing, cross checking, spearing and butt-ending

j) Fighting Any players who instigate a fight will be ejected for the rest of the game and further action could be imposed by the Tournament Committee. If a fight occurs, all skaters must go to their bench. Goaltenders must stay in their crease unless it is unsafe to do so at which point the goaltender must clear the area. Any player/coach leaving the bench to participate in or become involved with a fight, will be suspended for the tournament. All fighting penalties will be reviewed by the Tournament Committee and their decision will be final.

7. POINTS & TIE BREAKER SYSTEM

a) Point System: 2 Points for Win | 1 Point for Tie | 0 Points for Loss b) Tie Breaker System between 2 teams: Tie Breaker #1: Team vs. Team Tie Breaker #2: Head to Head ☐ Most wins in Division Tie Breaker #3: Goal Differential ☐ Difference between number of goals your team scored vs. how many times you were scored on (7 goal differential applies) Point Differential = Goals For - Goals Against Tie Breaker #4: Highest Goal Decimal (7 goals differential applies) Highest Goal Decimal = Goals For : (Goals For + Goals Against) Tie Breaker #5: Least Amount of Penalties Tie Breaker #6: Flip a Coin c.) Tie Breaker System between Multiple Teams will be done on a multi-step process. ☐ Step 1 will be to use the goal differential to eliminate the lowest teams. ☐ Step 2 will be head to head between the remaining teams. If this does not identify the teams, then Penalty minutes will be used or a coin-flip as the last tie breaker method.

8. SCHEDULE & PLAYOFFS

It will be the responsibility of the coaches/managers to get the information from the stats board at the arena and/or tournament website as to where and when they play on Sunday for play-off games. If there are ties and the outcome of the standing will not be determined until after the last game on Saturday, coaches/managers must check the website regarding the tie breakers and game time for play-off games on Sunday. Please do not call the Tournament Committee, as everyone is doing their best to get the games up as soon as possible. We thank you for your assistance and patience during these busy tournament times.

9. GENERAL RULES

a) Any actions by a team that is not covered under the rules of Hockey Canada but if interpreted as disrespectful to the opposing team, referees or arena coordinators will be either be disqualified for that game or disqualified in the tournament as determined by the Tournament Organizing Committee.

b) Protests of any kind will not be accepted by the Tournament Committee, protests will result in the teams' expulsion from the tournament.



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c) Any team officials, game official or staff under the influence of alcohol will not be permitted on the bench or in the stands.