

2020 Tournament Rules

1. Coaches and managers are responsible for reading and understanding the rules. Any question or doubt should be raised prior to the start of the tournament.
2. Coaches and team staff are responsible of their actions and those of their members (players, parents ...)
3. Each team will be allocated a maximum of pre-paid tournament passes as part of the team registration. See Manager or coaches about the names provided for weekend passes
4. Each team will play a minimum of four games in the round robin.
5. Home team will get to decide first choice of colour. Where there is a conflict and the visiting team will be asked to change.
6. Teams must be ready to start 15 minutes before scheduled time.
7. All games will be three periods of twelve minutes stopped time.
8. The ice will be made at the end of every game.
9. Minor penalties will be 1 minute 30 seconds and Major penalties will be 4 minutes.
10. Defaulted game; score 3 - 0
11. All players must be on the first game sheet to be eligible to play in the tournament.
12. A player can only play for 1 team during the tournament weekend.
13. A team that does not present itself to a game will be subjected to a disciplinary committee and subject to expulsion from the tournament.
14. Should an "act of god" happen (power failure, major injury ...), after ½ hour wait the game will be called and the score remain as is no matter how long the game was running at the time of the "act of god".
15. If a difference of five goals or more exists at any time from the beginning of the 3rd period on, the remainder of the game will be of running time. The time will stop again should the differential be reduced to a 3 goal differential (ex. 5-2).
16. No matter what the score ends up, a team cannot be credited more than a 6 goal difference.
17. One, 30-second time out per team per game will be permitted during the playoff rounds only.
18. Each team must be prepared to furnish a proof of age for any of its players upon the organizer's request. Failure to do so will mean the expulsion of the player from the tournament until such proof can be shown.
19. Every team must dress a minimum of 6 players and 1 goaltender.
20. Body contact will be permitted at the 2006 and 2007 levels. However, the tournament organizers reserve the right to abolish body contact if the well-being of the athletes is threatened in any way, shape or form
21. A player must participate in at least 2 (two) games during the round robin portion of the tournament to be eligible for the playoff round. The only exception being if the player was injured during this tournament.
22. When we have Semi-Final and Final only, all playoff Games are 3 x 12minutes periods.
23. When we have Quarter final, Semi-Final and Final only, all playoff Games are 2 x 15 minutes periods (last 10 minutes running time if more than 5 goals differential).
24. Any protest must be deposited before the end of the game that follows the game in question.

Playoffs Tie Breakers

-In the case of 2 teams tied we will go through the process "1-A to 9-A" listed below, one by one until 1 team is distinguished better than the other.

-In the case when 2 or more teams are tied, **we will go through the steps "1-A to 9-B" listed below, one by one, with all the teams tied in point, until 1 team and only 1 team is identified ahead of all the other(s)**. That team has the next position in the standings and should need be, we will repeat the whole process from step 1 with the remaining teams (Note that no one team can be eliminated alone throughout the process and the other teams continue the process) All conditions must be the same for all teams (example. For a tie of more than 2 teams, all teams must have played each other) or we skip the step.

- 1-A Team Vs Team
- 2-A Most games won
- 3-A Best differential (Formula = Goals for + Goals against / Goals against). If goals against = zero, you will be ahead of everyone. If two or more teams have a goals against = to zero, the most goals for will be ahead.
- 4-A Most goals for
- 5-A Least goals against
- 6-A Fastest goal against each other
- 7-A Fastest goal at the beginning of a game in the tournament
- 8-A Least penalty minutes during the tournament
- 9-A Flip of a coin

Be advised that there are short rest periods in the Sunday playoff games. Please verify schedule. We take in consideration travelling time for the visiting teams.

Tie Playoff Games When we have Semi-Final and Final only. All playoff Games are 3 x 12 minutes periods.

*If there is a tie game at the end of regulation time during the tournament semi-final and/or final, the following overtime rules will apply.

- 1-B One, Five minutes sudden-death period, Five on Five + Goaltender
- 2-B One, Five minutes sudden-death periods. Four on Four + Goaltender
- 3-B Shoot-out, Three penalty shots to each team. Should tie persist, one penalty shot each until there is a winner.

When we have Quarter final, Semi-Final and Final only, All playoff Games are 2 x 15 minutes periods (last 10 minutes running time if more than 5 goals differential).

If there is a tie game at the end of regulation time during the tournament semi-final and/or final, the following overtime rules will apply.

- 1-C One, Five minutes sudden-death periods. Four on Four + Goaltender
- 2-C Shoot-out, Three penalty shots to each team. Should tie persist, one penalty shot each until there is a winner.

The committee reserves itself the final word on the interpretation of the rules.

Please read carefully

Respect the referees at all times, should you have a situation you would like to discuss concerning a particular individual, we have appointed a referee in chief who is available to you, he does not have the power to change a referees decision. However, we have advised our refereeing staff to treat coaches with respect and they will expect the same in return. They will not exercise any patience when being sworn, screamed or gestured at.

All other rules will be in accordance with the Hockey Canada rules.

Should there be a discrepancy between the French and the English rules, the English version will be in effect