

# 2024 Atlantic Engineering Hockey Tournament

## (AEHT)

### Official Rules

#### Overview:

The goal of this hockey tournament is to bring Engineers together from all over the Atlantic Provinces who share in the love of hockey. It is intended to be a friendly, social event. Sportsmanship shall be emphasized at all times. Play safe, play fair, play hard, and most of all - have fun !

#### Player Eligibility & General Rules:

1) Only players who have been registered may play in this tournament. Each team is required to send in their list of players on the team registration form. Team registration fee is \$1000.00 (additional fees, if applicable, are noted below). Registration deadline is March 22, 2024. Registration of eligible "late players" will be accepted at the rink prior to the team's first game.

- a) All players must be registered with one of the four (4) Atlantic Professional Engineering Associations (exceptions listed below).
- b) Exceptions to the eligibility requirements can be made in the case of goaltenders, with the direct approval of the Tournament Committee.
- c) All participants must be a graduate of an engineering program as of April 1, 2024. Students, or those scheduled for graduation after this date are not eligible.
- d) The term "graduate engineer" means an individual holding a University degree in Engineering (e.g., B.Eng., B.A.Sc., M.Eng., etc.). Essentially, the post-secondary requirements to have an Iron Ring. It does not include Engineering Technologists or Technicians.
- e) If you are a graduate, but not a registered member of one of the four (4) Atlantic Canadian Engineering licensing associations, an additional fee of \$50.00/player (beyond the team registration fee) will be applicable.
- f) Only those players who have proven their eligibility by providing their association registration number and/or program graduation information will be permitted to participate in the tournament.
- g) To acknowledge select "non Engineers", each team will be permitted to have a maximum of two (2) individuals in addition to the goaltender allowance – see below) that are not graduates of a University Engineering program providing:
  - They specifically identify these players for review by the Committee.
  - The player pays the additional \$50.00 participation fee for non-members of one of the four (4) Atlantic Professional Engineering Associations.
- h) Any team found in violation of eligibility rules (at any time during the tournament), will automatically be forced to forfeit any games that have been played with the offending player(s), and the player(s) will be required to sit out the remaining games.

2) Teams will respect the referee(s) decisions at all times. Any unsportsmanlike conduct can result in the player(s) being ejected from the game. The organizing committee reserves the right to suspend this player for the remainder of the tournament and/or force teams to forfeit any games for unsportsmanlike conduct to other teams or officials.

3) Each team shall be permitted one thirty (30) second time out per game.

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#### Safety:

A certain degree of risk is inherent in hockey. Although reasonable steps have been taken to minimize these risks, some risks are always present.

- 1) While it is not mandatory that players wear facemasks or visors, it is highly recommended. A CSA approved helmet must be worn at all times. If a player loses his/her helmet, they must leave the playing surface immediately. If a goalie loses his/her helmet, the play will be stopped immediately.
- 2) Slap-shots are not allowed, this includes "fake slap-shots". A stoppage in play will occur if any player raises their stick above their knee in the act of shooting the puck. The subsequent faceoff will be in the offending team's defensive end.
- 3) Body contact is not allowed. This includes "rub-outs". Only minor incidental contact is permitted.
- 4) Contacting the puck with a "high-stick" is not allowed. The referee will assess a minor penalty to the offending player if any contact with the puck is made above the player's shoulders. The subsequent faceoff will be in the offending team's defensive end.

#### Game Play:

- 1) Standard hockey penalties will apply in this tournament (i.e., hooking, high-sticking, holding, tripping, slashing, etc.). Goalies must wear gear that fits within NHL size restrictions. Following a penalty call, the subsequent face-off will be in the offending team's defensive end.
- 2) Off-side and Icing will be called, and 2-line passes are allowed.
- 3) Each game will consist of two 22 minute periods (period length may be shortened if the tournament schedule starts to fall behind). The periods will be straight time except for the end of the 2nd period (Clock will only be stopped for injured players or exceptional circumstances). For round-robin play, the last 2 minutes of the game will be 'stop time', as long as the goal differential is 2 or less. During the playoff portion of the tournament, there will be 3 minutes of stop time, as long as the goal differential is two or less.
- 4) All minor penalties will be 3 minutes. Major penalties will be 5 minutes.
- 5) Once the ice has been resurfaced, there will be a 3-minute warm up. Teams must be ready to take the playing surface 10 minutes prior to the scheduled game time. If at the end of the warm-up, a team fails to have 5 skaters and 1 goalie, they will automatically forfeit the game (a 1 minute grace period will be given from when the referee blows the whistle). Forfeited games are recorded as a 5-0 loss against the team that forfeited.
- 6) Teams will defend the zone closest to their bench in the first period. Teams will not switch ends at half time. A 1-minute break will occur between periods. "Hurry-up" face-offs will be in effect throughout the entire tournament (The referee(s) at his/her discretion can drop the puck even if both teams are not ready).
- 7) Delay of game tactics can be penalized at the referee's discretion.

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- 9) If a player or goalie shoots the puck over the glass from inside their own defending zone, a delay of game penalty will result.
- 10) Any player receiving 3 penalties in a game will be ejected from the game immediately upon the assessment of the third penalty.
- 11) A fighting major will result in a tournament ejection for the offending player(s).
- 12) In the event of a goalie injury, 10 minutes will be given to dress a substitute. A non-roster goalie can be used if teams agree.
- 13) Any player deemed to be intoxicated by the referee will be ejected from the game.

#### **Tournament Set-Up:**

- 1) There are sixteen (16) teams in the tournament:
- 2) Each team will play 3 round robin games: 2 points will be awarded for a regulation time win and 1 point will be awarded for a tie. 0 points will be awarded for a regulation time loss.
- 3) Semifinals & Finals
  - a) The top two (2) teams with the most points at the end of the round robin play will move onto one of the semifinal games.
  - b) The winner of the two semifinal games will move onto the final game.
- 4) In the event when two (2) or more teams are tied in points at the end of round robin play, the following will be used to determine the break of the tie (in order of hierarchy).
  - a) Record versus each other.
  - b) Team goal differential: Note the goal differential from each game will be added up. In the event of a blow out a team can receive no more than "+5" or less than "-5" for goal differential. (i.e., a 10-1 win will count as a +5 for that team. A 6-1 will also be counted as +5 for that team). If after this analysis the teams are still tied the teams with the most goals will be awarded the higher standing.
  - c) Least penalty minutes taken. Each minor penalty will count as 2 minutes and each major as 5 minutes (for 3 this purpose 10-minute misconducts will not be calculated in this case).
  - d) Coin toss.
- 5) In the event of a tie after regulation play in either of the cross over games or the championship game, a 5-minute, straight time 4 on 4 sudden death will take place (Teams will not switch ends. A 1-minute break will occur between regulation and sudden death play). If the game remains tied after this time, a shoot-out will occur (Note: See Shoot-Out Set-Up on next page).

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### Shoot-Out Format:

- A coin toss will determine who shoots first.
- Each team will be given three (3) shots unless the outcome is determined earlier in the shootout.
- After each team has taken three (3) shots, if the score remains tied, the shootout will proceed to a "sudden death" format.
- No player may shoot twice until everyone who is eligible has shot. If, for any reason, 1 team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot.
- This procedure would continue until the team with fewer players has again used all eligible shooters.
- All players are eligible to participate in the shootout unless they are serving a 10-minute misconduct or have been assessed a game misconduct or match penalty.
- Shoot-out is used to break a tie, the winning team in the shootout gets 1 goal added to its game / tournament total. The losing team has 1 goal-against added to its game / tournament total. This holds regardless of how many goals are scored during the shootout itself.