



5th Annual
NPA Charity
Hockey Tournament

March 19-20, 2018

HOCKEY TOURNAMENT RULES & REGULATIONS

REMEMBER, THIS IS A CHARITY TOURNAMENT!

The current rules of the C.H.A. will govern all Tournament games, with the exception of a number of rules specific to this Tournament, as outlined in these pages. These may be modified by the Tournament convener at any time. Tournament directors assume no responsibility for any claims arising through the operation of the Tournament. There is no allowance for ignorance of the rules.

1. PROFESSIONALISM – Professionalism shall be maintained both on and off the ice while on arena property. Any acts unbecoming of the Emergency Service Profession shall be subject to reasonable action as deemed by the Tournament Convener. This action may be placed on the individual(s) responsible and include game misconducts up to indefinite suspension or expulsion from the tournament pending the decision of the Convener. This action may also be placed on the team(s) responsible and include automatic forfeit of one or more games or indefinite suspension or expulsion from the tournament pending the decision of the Convener.

2. ARENA PROPERTY - Any damage to the arena property will be paid for by the team responsible prior to participation in any further games. Non-compliance constitutes automatic suspension from the tournament and possible legal action. A team found drinking on the property in the non-licensed areas will be disqualified from the tournament.

3. PERSONAL PROPERTY - The Tournament accepts no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the arena.

4. LENGTH OF GAMES - All games will be 2 periods in length, the period will be 20 minutes run-time. The clock will run stop time for the final 3 minutes of the game if the score difference is 2 goals or less. If you are 5 minutes late on the ice for your game (INCLUDES WARM UP TIME – 2 MINUTES) you will be assessed a 3 minute Delay of Game penalty. (We will be starting games after a very brief warm up. Delay of game will also be assessed during the game if the officials believe that either team is purposely trying to "burn" time off the clock with unnecessary line changes, purposeful dumping of puck out of play...etc.

5. TEAM SWEATERS & COLOUR CONFLICTS - All players must bring dark and light jersey. Matching jerseys will take precedent in the case of any jersey conflict between competing teams. Referees will have the final decision.

6. MANDATORY EQUIPMENT - Face shields are advisable and recommended. Helmets are mandatory & must be worn by all players. Helmets must be C.S.A. approved (No Gretzky Jofa Helmets) with proper fastened chinstraps. It is highly recommended that goaltenders abide by this rule as well. "Cat Eye" masks will not be accepted. Accidents must be reported to the tournament convener and to the arena management. In the event a goalie is hit in the head with a puck, play will be stopped immediately, with faceoff inside the affected goalie's zone.

7. SUBSTITUTE GOALTENDERS - Substitute goaltenders may only play with the approval of the Tournament Convener. If permission is denied teams may use any consenting goaltender from within its own division.

8. MATCH PENALTIES INVOLVING A TOURNAMENT OFFICIAL - Automatic indefinite suspension from the tournament. There is no minimum suspension. A formal appeal may be submitted to the Tournament office (see rule 21 for appeal process). This penalty will be assessed when a player physically threatens or abuses any tournament official (convener, referees, timekeepers, etc.).

9. CENTER RED LINE - The center red line IS NOT IN PLAY for icings and there will be no offside (2 line) passes called.

10. ICING - All stoppages for icing will be initiated when the puck crosses the goal line of the non-offending team. The offending team shooting the puck into the defending zone from behind their own blue line will initiate all icing calls.

11. MINOR PENALTIES - All minor penalties will be 3 minutes in length run time. If a penalty starts during stop time, it will be 2 minutes in length. In the event a penalty starts in run time and crosses between run time and stop time, the duration will remain 3 minutes, there will be no changes due to end of game rule.

12. STICK INFRACTIONS - High Sticking, Cross-Checking and Slashing penalties will be issued as a 3 minute minor penalty. If accidental and blood is drawn, will result in 6 min minor (RUN TIME)

13. GAME EJECTIONS - Any player incurring a major penalty shall be ejected from the game. Such an infraction, other than fighting, shall not carry any suspension unless the player's actions are reported to the Tournament Convener, by the referee, at which point Tournament officials shall assess suspensions as seemed appropriate for the action. A repetition in game ejections for any particular player or team can result in suspensions/expulsion from the tournament.

14. FIGHT / ALTERCATION - All Fighting Majors will result in expulsion from the game and possibly the remainder of the tournament. If a player or players drops their gloves and do not continue in an altercation a 3 minute minor penalty can be assessed. In the event of a fight or an altercation where more than two players from either team are involved, the timekeepers are instructed to run the clock until such time as order has returned to the ice surface. Tournament officials and Conveners will determine if suspensions from further games will be assessed.

15. FIVE MINUTE MAJOR - (except fighting) The player receiving a 5 min major is ejected from the game. If the major is assessed during the final 10 minutes of the last period, an automatic 1 game suspension may be assessed. A player from the ice must serve the 5-min. penalty. A substitution can be made at a whistle only once during the major penalty. A major penalty is subject to review by tournament officials. Any player who receives a major penalty during the course of the tournament may be expelled from the tournament.

16. GAME MISCONDUCT - The player or coach that receives a game misconduct penalty will be ejected from the balance of the game. If this penalty is assessed in the final 10 minutes of the last period, an automatic one game suspension may be assessed. This suspension will be cumulative (see #17). All game misconducts are subject to review and further suspension. This penalty will be assessed to players or coaches who are continually verbally abusing the tournament officials. Any player who receives a game misconduct during the course of the tournament may be suspended from the Tournament.

17. TEN-MINUTE MISCONDUCT - The player will receive a 10-min. misconduct for verbally abusing Tournament officials. If this occurs in the last 10 minutes of the last period, where the full 10 minutes cannot be served, an automatic 1 game suspension can be assessed. This suspension will be cumulative as explained in #12. All misconduct's are subject to review by tournament officials.

18. ROSTER SHEET – All participants must be listed on the roster/waiver sheet for the registered tournament. Participants, who are **NOT** listed on the roster/waiver sheet, are therefore an illegal player and **DO NOT** play in the registered tournament. If at any time a team is found to have an illegal player on the playing surface the team will then forfeit their game and possibly be ejected from tournament play. All players listed on the roster/waiver sheet must play at least (1) round-robin game to participate in the finals. **MAXIMUM** of 15 skaters on a team's roster.

19. PLAYER ELIGIBILITY - Players can only play on one team. If a team is short and requires a player from another team it must be cleared through the tournament board. Players do not have to be emergency service workers to be eligible for the tournament.

20. TIME OUTS - Each team is allowed one time-out during the final game.

21. GAME VALUES -

- i. Regulation Win: **3 points**
- ii. Shootout Win: **2 points**
- iii. Shootout Loss: **1 point**

21. TIES IN GAMES – In the event of a tie at the end of a game, the final results will be decided by: Shootout – One player will shoot at a time and the Home Team will decide to shoot first or second. Players must make their way to center ice in a timely fashion, as deemed by the referee, during their turn or risk forfeiting their shot.

- 1. 3 players per side
- 2. First round total points
- 3. If tie continues – Sudden Death Shootout – ONE SHOT PER PLAYER (players cannot repeat a turn until every player on a team has shot).

- **TIE IN SEMIS/FINALS:** There will be a 5 minute sudden death overtime prior to the shootout in the semi-finals and final games. This will be 4 on 4 format.

22. TIES IN STANDINGS - In the event of a tie in the standings, the final results will be decided by:

- A. Head to Head
- C. Plus/Minus
- D. Least Goals Against
- E. Least Penalty Minutes

23. SLAPSHOTS –Slapshots **ARE** allowed in the Intermediate and Competitive divisions and **ARE NOT** allowed in the Recreation division.

24. APPEALS - \$50 must accompany a written appeal & be submitted to the Tournament Convener within one hour of the game in question. After appeal review, a hearing will be convened with the Tournament Convener, Team Representative, a neutral party and a referee involved in the game. If the ruling is reversed the \$50 will be refunded. If the ruling is upheld, the \$50 will be donated to the charity of choice as deemed by the Tournament Convener.