

Ontario Youth -2020 Canlan Classic Tournaments Rules

■ WHAT TO EXPECT

1. Before entering the building: Everyone must use our online: [PRE-SCREENING QUESTIONNAIRE](#) – **IMPORTANT: THIS MUST BE COMPLETED ON THE SAME DAY, EVERY TIME YOU ARRIVE AT A CANLAN FACILITY**
2. Check-in at the designated lane outside the facility only 20 minutes prior to the start of your game.
3. Players must **arrive fully dressed** excluding skates.
 - **Dressing rooms are not guaranteed**
 - **Chairs around the rink will be provided for tying skates**
 - **Parents cannot access the skate tying area**
4. A zone control attendant will ask you a few questions before directing you to the arena entrance.
5. Players will be required to observe physical distancing markers in the dressing area and on the bench.
6. CCT Participants are permitted to have a maximum of one (1) parent/guardian accompany them into the rink.
7. Personal masks are mandatory for everyone in accordance with the Toronto Health By-Law.
8. Personal masks are not required for players while they are on the ice.

Please visit this website to preview the changes you can expect when you arrive at the arena:

<https://www.icesports.com/itsplaytime/>

■ COVID19 – RULES & GAME FORMAT CHANGES

- **4 on 4**
- **8 skaters and 1 goalie max roster**
 - **Players cannot play in multiple divisions**
 - **Subbing / alternating new players each game is prohibited by Provincial Government Guidelines. 9 players is your maximum allotment**
- **2 coaches max**
 - **Coaches can only be involved with 1 division**

- 1 spectator/guardian per player
 - Coaches count as a spectator
 - 5 games
 - 2 Day tournament
 - 4 teams max per division
 - 2 x 20 minute run time period
 - Noncontact and full ice for all divisions
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■ GAME PROCEDURES

Before we dig into the rule changes, let's bring you up to speed on some of the new procedures to be aware of.

- **Structure:** All CCT games for the Summer '20 season will be played in 1-hour game-slots — including a flood — with games featuring a five (5) minute warm-up, followed by two (2) 20-minute, run-time periods, where the clock will not stop under any instances. There will be a two (2) minute intermission between periods, with no timeouts or clock stoppages during gameplay.
- **Division Rules:** Where applicable, location-specific rules will continue to apply to games.
- **Switching Ends/Line Changes:** Teams *will not* change ends for the second period. Line changes will be permitted either on the fly, or during a re-start after a whistle has been blown.
- **Gloves:** Participants will be required to wear gloves on the ice at all times. In the event of a lost glove, that player will be required to retrieve their glove immediately from the ice.
- **Water Bottles:** Participants will be required to have an individual water bottle while at the arena, keeping it on a designated spot on the bench.
- **Handshakes:** Until further notice, handshakes and first-bumps shall not occur before, during, or after the game.
- **Spitting:** Given our current circumstances, spitting will be prohibited at any time while in the facility. Violators will be issued one (1) warning before being asked to leave the facility, should a second offense occur. So yeah, don't spit!
- **Pulling Goaltender:** Pulling your goaltender for an extra attacker will not be permitted for the *Summer '20* season
- **End of Game:** *If* a team is losing or tied at the end of game and is awarded one (1) or two (2) penalty shot attempts, even if the clock reads 0:00, the team will be permitted to take the attempts if the sum of the attempts allows for the team to either tie or win the game. (e.g. A

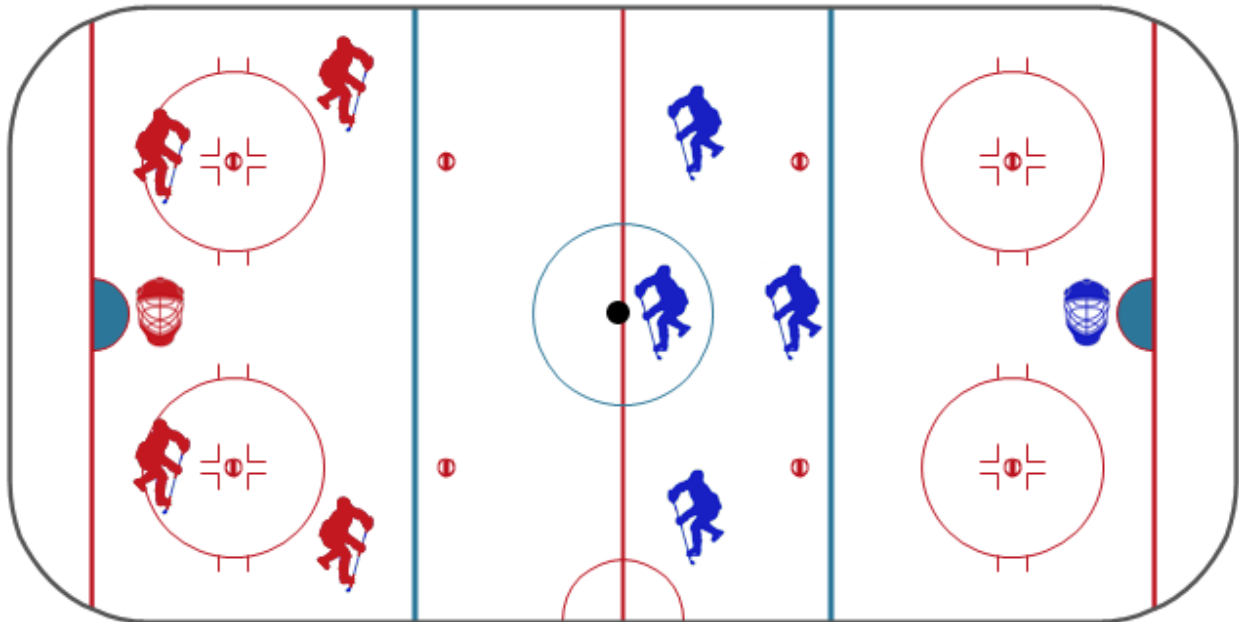
team is losing 3-1 and is awarded two penalty shot attempts. They would be awarded the two attempts, and assuming they score on the first goal, they would subsequently be able to take the second attempt to try and even the score at 3-3.)

NEW RULES FOR SUMMER

- **The New Offside:** We're introducing the hybrid offside this summer to create larger attacking zones while retaining the neutral zone for transition and stretch passes. How does it work? In order to gain the attacking zone, the blue-line remains as the line of entry for the purposes of the offside rule. Once the line has been gained and possession has been established, the red line now becomes the clearance line. Until the defending team clears the puck past the red line, the puck remains in the attacking zone.
- **xNo Face-offs:** For the Summer '20 season there will be no face-offs. Easy enough, right? In order to facilitate this, there are several different re-start scenarios that players will need to be familiar with, which are outlined below.

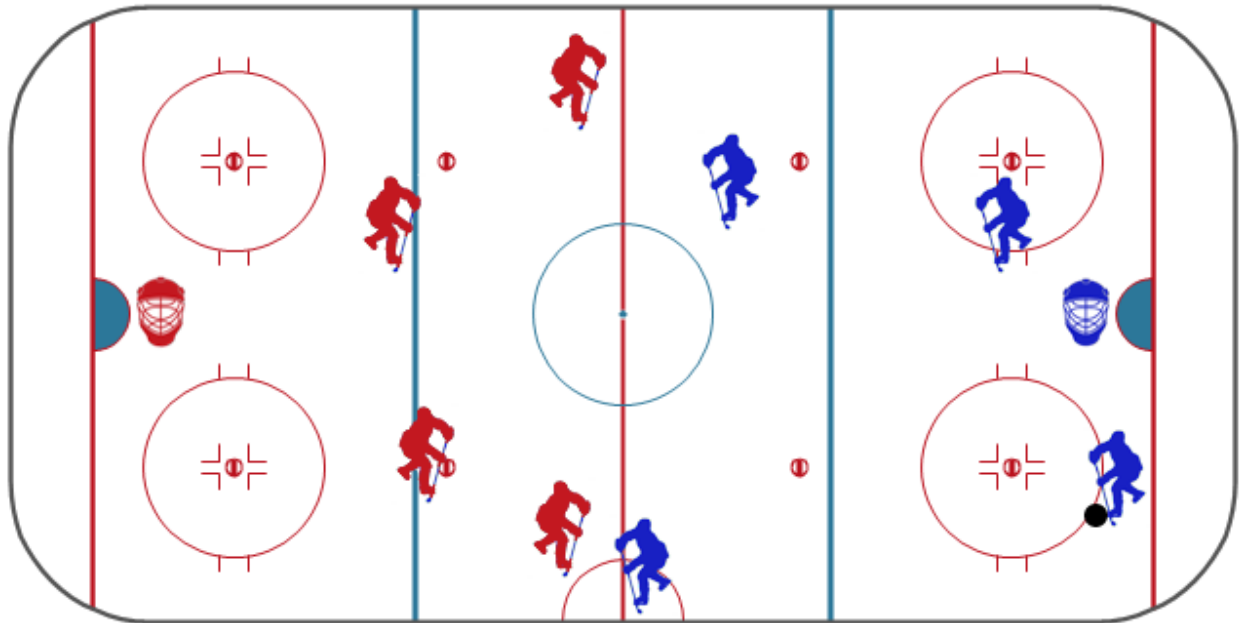
1. START OF PERIOD

- **1st Period:** The designated *visiting team* will start the 1st period with possession of the puck at the centre-ice dot. The four players on the *visiting team* will be required to set up behind the red line, while the four players on the designated *home team* will be required to set up behind their defensive blue line. Once the whistle goes, teams on both sides will be permitted to engage the puck.
- **2nd Period:** Same scenario shall apply, with the change being that the designated *home team* retain possession to start the period.



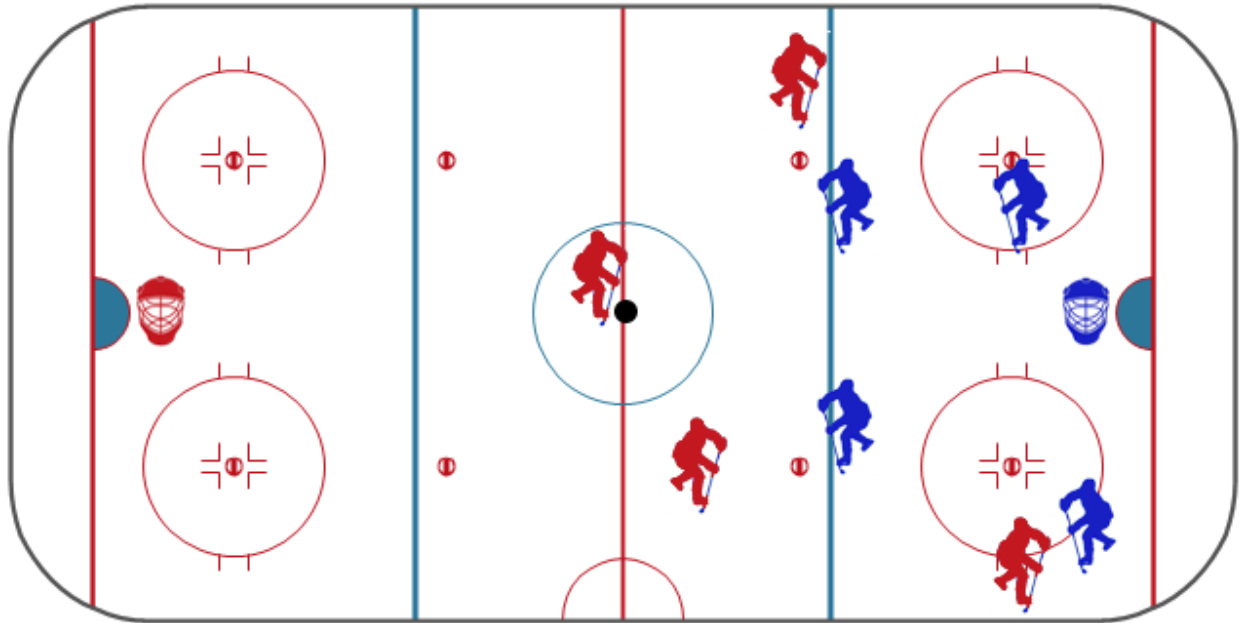
3. GOAL SCORED

- **Scenario:** In the event of a goal scored, the team that scored the goal will need to have all four skaters retreat behind the red line before being able to re-engage with pressure. While the team that scored the goal is retreating to the red line, the team that was scored will re-initiate play by retrieving the puck from their goal and going the other way. Furthermore, the team that was scored on has the ability to press forward before the other team clears back to the red line, creating scenarios where teams will need to be quick to defend after scoring a goal.
- **Note:** If the team that was previously scored carries possession across the red line before each of the four (4) opposing skaters are able to retreat to the red line, players on the defending team will be able to engage the puck regardless of any teammates who have not yet reached the red line.



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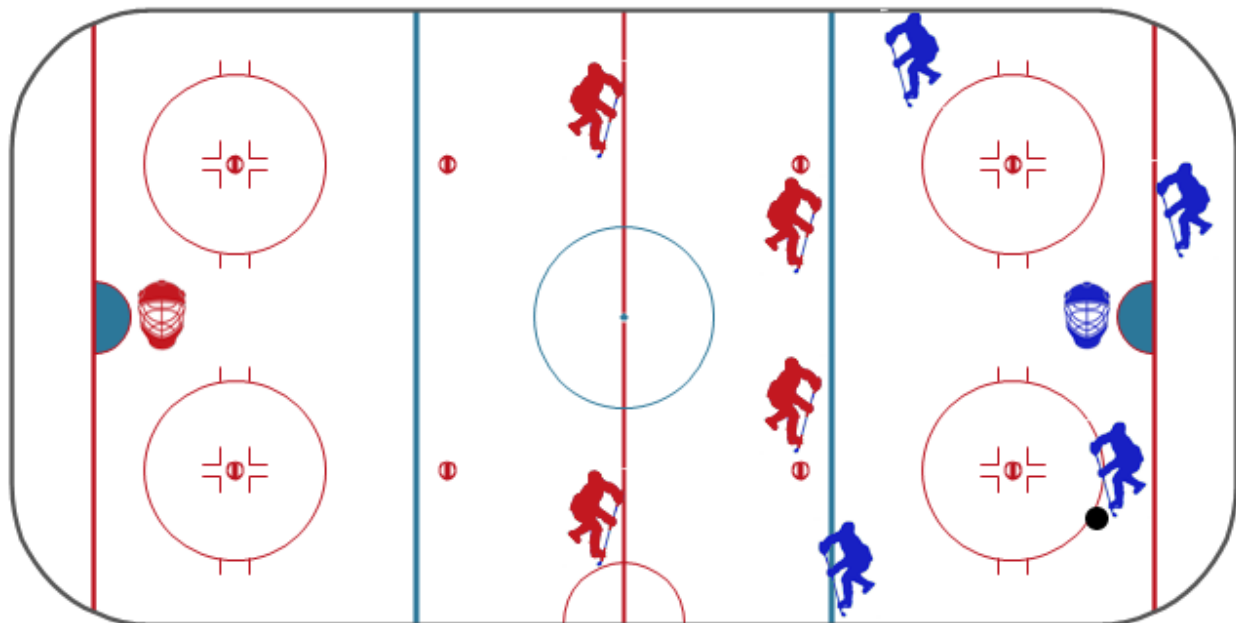
- **Scenario:** In the event of a team going offside or committing an icing, the non-offending team will be given the puck at the centre-ice dot and will be considered to be in the offensive zone and will not be required to gain the blue-line.
- **Re-Start:** The offending team will be required to take a position *behind* their own defensive blue line before being able to re-engage the puck on a re-start. If the team with possession chooses to retreat with the puck *behind* the red line, they will be required to re-gain the blue-line to create the attacking zone.



4.FROZEN PUCK/PUCK OUT OF PLAY

- **Frozen Puck/Offensive Puck Out of Play:** Should the goaltender cover the puck for a whistle, or the attacking zone team be responsible for the puck going out of play, all four (4) skaters on the attacking team will be required to clear to the blue-line before being able to re-engage the puck. The defensive team will be required to advance the puck past the red-line in order to *clear* the defensive zone. Any turnover between the defensive blue-line and the red line will result in the other team remaining in the attacking zone.
- **Defensive/Neutral Zone Puck Out of Play:** If no attacking zone has been established, or if the defensive zone team is responsible for the puck leaving the playing surface, the same player positioning as an offside/icing re-start will apply, with the non-offending team initiating possession.

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PENALTIES

Let's all be on our best behaviour this summer, cool? If a penalty should occur, here's how it'll work:

- **Penalty Shots:** Any penalty call will result in a penalty shot being issued. A two-minute penalty will result in one (1) penalty shot being issued, a four-minute penalty will result in two (2) penalty shots being issued, with a five-minute penalty resulting in two (2) penalty shots and a game ejection. Players will not physically enter the penalty box during the *Summer '20* season.
- **Shooter:** The player who is the victim of an infraction will be required to take the penalty shot(s). An alternate may be selected only in the event of injury, or an infraction not against another skater (e.g. Goaltender Interference, Too Many Men on the Ice)
- **Body Contact:** Any intentional body contact that results from a player not playing the puck with their stick will result in a four-minute *body contact* infraction being issued, along with two penalty shots for the non-offending team.
- **Crease Violation:** Any instance of a player intentionally entering the opposing team's crease will result in a *goaltender interference* infraction being issued
- **Penalty Thresholds:** Players will be ejected from the game if they accrue any combination of: (1) Two 4-minute penalties; (2) One 4-minute penalty, and two 2-minute penalties; (3) Three 2-minute penalties; or (4) One 5-minute major penalty.
- **Coincidental Penalties:** In the event of a coincidental penalty, no penalty shots shall be awarded, and the following re-start scenarios shall apply: (1) If the penalties occur when a

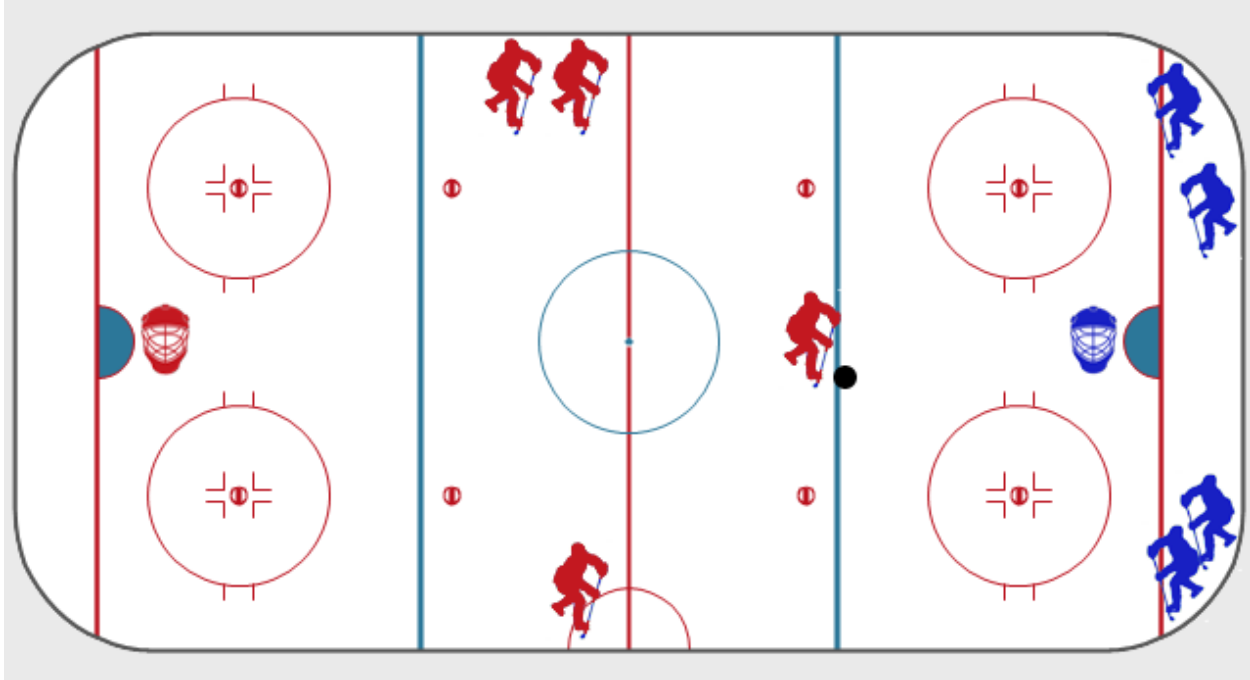
team has gained the attacking zone, the defensive zone team shall be granted possession starting from below the hash-marks. The offensive team will be required to clear behind the blue-line before they are permitted to re-engage once the whistle goes; or (2) If the penalties occur when neither team has gained the attacking zone, the team in possession of the puck when the whistle goes will be granted possession at the centre-ice dot during a re-start, following the same procedure set forth in the *offside/icing* re-start scenario.

- **10-Minute Misconduct:** A 10-minute misconduct will result in the player being ejected from the game.

PENALTY SHOT SETUP

- A penalty shot shall be initiated from the blue-line, at a point between the neutral zone face-off dots. The remaining three skaters on the attacking team must be positioned behind the red line against the boards, while the four skaters on the defensive team must stand behind their own goal-line in either corner.
- Once the whistle goes, the player taking the penalty shot will be free to initiate their penalty shot
- **In the event of a goal**, the team that took the penalty shot will be required to clear back to the red line. Once all four (4) skaters on the team are behind the red line, the attacking team is free to re-engage and pressure the puck. The defensive team will be responsible for retrieving the puck out of the goal and can initiate play immediately.
- **In the event of a save or a missed attempt**, the team that took the penalty shot will be required to clear back to the blue line. Once all four (4) skaters on the team are behind the blue line, the attacking team is free to re-engage and pressure the puck. The defensive team will be responsible for retrieving the puck and can initiate play immediately. Should a puck leave the playing surface on a penalty shot, the defensive team will be given the puck below the hash-marks, with the shooting team required to retreat behind the blue-line before play resuming once the whistle goes.

For a penalty that requires two penalty shot attempts, the process will be repeated from the beginning for the second penalty shot attempt, regardless of whether or not a goal was scored on the first attempt.



Registration

- A representative from each team must register (check-in) at the tournament office.
- Players are required to have government-issued ID showing the player's name and date of birth available at all times upon request during the tournament. A team challenging another player's age must provide proof of birth for every player on their own team first.
- Alternately, the Team Coach or Manager can submit photocopies of all their players' IDs ahead of time.

Rosters

- All players MUST sign the official team roster sheet prior to playing their first game to be eligible. This is the responsibility of the coaches or manager to enforce.
- The coaching staff is responsible for ensuring that every player that participates is eligible.
- Teams may carry up to 9 players, goalies included per roster.
- A player must participate in at least one round robin game to be eligible for the playoffs (quarter finals, semi-finals or finals).
- A player can only play for one team per tournament.
- Players cannot play in a younger birth year than they are born.

- Any coach who plays a suspended player will automatically have the team disqualified from the tournament.
- A coaching staff that plays a player who is not eligible can have their team immediately disqualified from the tournament under the discretion of tournament staff (including current suspensions, carry over suspensions from prior events, age, false identity, etc.).
- A player is ineligible if they have played in an OHL regular season or playoff game.

Payment

- The team's registration fee must be paid in full prior to the start of the first game. For more information, please review registration policy – thank you. Your team can be locked out of your dressing room due to delinquent payment.

Game

- All games will be 2 x 20 minute run time periods.
- All divisions are full ice & noncontact

Warm-up

- Pre-game warm-ups will be two minutes

Handshake

- No handshakes

Body Checking

- All divisions are noncontact

Equipment

- All players must wear a full face-mask or cage and a neck guard in order to play. USA-based teams are not required to wear a neck guard; however, it is highly recommended. Mouth guards are strongly recommended as well.

Tournament Points

- Teams receive two points for a win, one point for a tie, and zero points for a loss.

Standings – After Preliminary Round Play

If 2 Teams are tied in the standings, the following tiebreaker steps will be taken in this order:

1. Most Wins

2. Head to Head Record
3. Goals for divided by total Goals (GA + GA). The higher percentage will advance.
4. Least goals against
5. Most goals for
6. Least penalty minutes
7. Coin toss between tied teams

If 3 or more teams are tied in the standings, the following tiebreaker steps will be taken in this order:

1. Goals for divided by (total Goals For plus Goals Against). The higher percentages will advance
 2. Least goals against
 3. Most goals for
 4. Least penalty minutes
 5. Coin toss between tied teams
- In the case of a tie between three or more teams, seeding will be determined for all teams using the 3 or more teams tiebreaker steps (it will not revert to the 2 team tiebreaker steps).
 - The maximum goal differential that will be recorded in a game and used for tiebreaker calculations is 5.
 - In the interest of safety, fair play and the tournaments competitiveness: Tournament staff have final say on playoff seeding.

Overtime – Available for Playoffs (Quarter Finals, Semi Finals or Championships)

- There will be a 5 minute, run-time, 3-on-3 sudden death overtime period to determine the winner. Visiting team starts with possession.
- If no winner is decided at the end of overtime, a 3-player shootout will decide the game.
- If teams are still tied after the first 3 shooters, there will be a sudden death shootout.
- Each team must use every player on the bench before allowing the first shooter to go again.
- Players will shoot simultaneously at each end.
- Players serving penalties at the end of overtime are permitted to participate in the shootout.

Goal Spread

If a difference of five goals or more exists at any time during the third period, running time will commence. The time will not stop again until the difference is reduced to 4 goals or less.

- The officials have the authority to stop the clock until the next puck drop if it is deemed that a team is intentionally delaying or if by their discretion an injury timeout is warranted.

Participation in Games

- A team that does not present itself for a game will forfeit that game and will be subject to expulsion from the tournament (at the discretion of the tournament staff). No refunds will be given.

Forfeits

- All forfeit games (for any reason) will be recorded as 5-0 scores.

Sweater Conflicts

- If a jersey colour conflict arises, the visiting team will be asked to wear their alternate jerseys. If they do not have alternates, the home team will be asked to wear their alternates.
- Pennies are unavailable

Tournament Penalties - Follow the current Canadian Hockey Association rulebook (exceptions are the following):

Major Penalties

- Any player receiving a 5 minute major penalty will automatically be ejected from the game and an automatic 1 game suspension is applied. If the infraction takes place in the 2nd period it is a 2 game suspension (see below for fighting majors, gross misconducts & match penalties)

Gross Misconducts or Match Penalties

- Any team official or player who receives a gross misconduct or match penalty before, during, or after a game will automatically be ejected from the tournament.
- If an official hears a player or coach using any discriminatory slurs they will assess a tournament ejection. The individual assessed this penalty is suspended indefinitely.

Fighting Misconduct

- Any player assessed a fighting major will automatically be ejected from the tournament.

Hitting From Behind

A player assessed a hitting from behind penalty will be immediately ejected from the game.

* If the penalty is a 2 minute minor and occurs in the 1st period, the player will be ejected from the game.

* If the penalty is a 2 minute minor and occurs in the 2nd period, an automatic 1 game suspension is applied.

Head Check:

A player must be removed from the ice if the official suspects possible head injury. The team trainer must evaluate the player's condition before they can return to playing surface (min. next whistle).

Penalty Frequency

- Any player receiving 3 minor penalties will receive an automatic game ejection penalty, unless the 3rd minor is a coincidental penalty. In this case, a 4th minor penalty will result in a game ejection penalty (regardless of the 4th being a coincidental). Double minors count as 2 penalties towards their 3 strikes. Players that are ejected from the game will not receive an additional game suspension.

Game Ejection

- A player who is deemed by the referee to be detrimental to the safety and/or sportsmanship of the game may be assessed a balance of game ejection penalty, which carries no additional suspension – a minor penalty does not have to accompany this.
- If the player is assessed a minor, major, or misconduct penalty in addition to the game ejection, another player on the ice must serve it.
- Ejected coaches and players cannot return to the bench area.

Suspensions

- Suspension can be carried over to a following tournament by staff.

Referees

- The tournament organizers will not overrule a referee's call.

Protests

- No protests will be accepted – Including video footage.

Spectators

- Any spectator deemed by either the referee or the Tournament Coordinator to be acting in a manner detrimental to the maintaining a fun and safe environment will be subject to ejection from the rink area and/or premises. This includes, but is not limited to: swearing and profane language, verbal attacks directed towards players, game officials, tournament staff, or other fans, and fighting or threatening to fight. Failure to comply with an ejection may result in a delay of game penalty being assessed to the spectator's team at the referee's discretion.
- Please note that in extreme circumstances games can be stopped and/or forfeited by tournament staff

Coaching Staffs

- It is our objective to host a fair and competitive tournament for all teams. Therefore, it is extremely important that everyone play by the same rules. It is the coaching staff's responsibility to make their players and their parents fully aware of the tournament rules.



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