



2018 – PUCK AND BALL CHALLENGE (Revised 4-10-2018)

Format and Game Play

All teams are guaranteed 3 games of softball and 3 games of hockey. The softball games are to be played at the Lakefront West ball diamonds adjacent to Canlan Ice Sports Oshawa where most of the hockey portion of the tournament is to be played. (Saturday preliminary balls games are back to back)

Each Division will play 4 preliminary round games consisting of two hockey games two softball games.

All teams will then be ranked for championships. 1st v 2nd , 3rd v 4th

Most teams will play a combo ball and hockey game for the championships with soft ball games being played on the Saturday afternoon evening.

Teams are ranked on hockey level.

Format Rules

POINT SYSTEM – HOCKEY

- 1 point – win period,
- ½ point – tie period,
- 2 points – win game,
- 5 point maximum.

*In “2 game finals”, total points in the hockey game shall not exceed total points awarded in the ball game. Adjustments shall be made to the earliest period.

POINT SYSTEM - SLO-PITCH

- Preliminary **6 inning max**, no new innings after 50 min. of play.
- Playoff 6 inning max, no new innings after 60 min. of play.
- Inning won = ½ Point, Inning tied = ¼ Point
- Game won = 2 Points, Maximum Points in a game = 5 Points

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

1. Head To Head
2. Most Innings & periods won
3. Plus/Minus
4. Coin toss

TOURNAMENT PROCEDURES

Payment Process: Onsite payments **must** be made in the office of each Canlan facility.

Tournament Standings: This can be found in the lobby of the arena you are playing in, should you require any further information, please feel free to ask one of our staff member's for assistance.

Locks: Please ensure that you have a lock for your dressing room; if you require one the Sports Store in our arenas have them in stock.

Championship Photo's: Will be taken by our staff. The team is to remain on the ice, **NO SPECTATORS ARE ALLOWED ON THE ICE.**

Prizing: Will be delivered to the dressing room after your championship game.

ALCOHOL, CONTAINERS & SMOKING

Alcoholic beverages and/or glass containers are STRICTLY prohibited anywhere inside any Canlan Ice Sports or any facility in use. Failure to comply will result in disciplinary action against the offending individuals, including possible suspension from the tournament. Please note that Canlan Ice Sports and all public facilities are smoke-free facilities.

ACCIDENTS AND INJURIES

All accidents and injuries must be reported to the Tournament staff.

TEAM ROSTER

Each team is permitted to carry a maximum of 17 players on their roster. Players are not eligible to play on two or more teams within the same division unless approved by tournament coordinator. **All players must register through the online waiver system.** The online system will populate the game sheets. A kiosk with the online waiver is available on site for any player unable to play in the team's first game. The **Team Rep** must have him/her sign-in before they play in the preliminary round. IT IS THE TEAM REP'S RESPONSIBILITY TO VERIFY HIS/HER GAME SHEET BEFORE THEIR FIRST PLAYOFF GAME. The use of an ineligible player will result in a default loss to the offending team. All individuals who are not playing but on the team's bench must also complete a waiver.

GAME SHEETS

Game sheets, prepared and provided by tournament directors, will be available from the rink/field convener. **It is the Team Rep's Responsibility to ensure the accuracy of the Line-up before each game with conveners or scorekeepers.**

MINIMUM AGE REQUIREMENT

All players participating in a Canlan Classic Adult Tournament must be 18 years of age or older. Any player under the age of 18 must have the approval of the Tournament Director / Manager AND parental consent prior to participating in the tournament.

DEFAULTED GAMES

Any team that defaults a game, for any reason, will record a 3-0 (3 periods or 6 innings) loss for the purposes of record keeping. If both teams default a game, a 0-0 tie will be recorded, but **NO POINTS** will be given.

APPEAL PROCESS

If a team feels that they would like to appeal for any reason, they may, for a \$100 fee. **The fee is paid prior to any hearing being convened and must be submitted in writing to the Tournament Staff within 1 hour of the game's conclusion.** The Tournament Staff will convene a hearing with the team representative, a neutral party, and one of the referees involved in the game. Attendance by the opposing team representative is optional. If the ruling is reversed, the \$100 fee will be refunded. If the ruling is upheld, the \$100 fee will be donated to the charity of the team's choice.

HOCKEY RULES

The current Canadian Hockey Association rules will govern all games, with the exception of a number of rules specific to the Adult Safe Hockey League. The ASHN rule book is available at this link <http://ashl.adultrechockey.ca/rule-book-s13350>.

As per the ASHN rules the following infractions are assessed as Double Minor penalties (i.e. four minutes):

• *Boarding* • *Butt-Ending* • *Cross-Checking* • *Slashing* • *Body Checking* • *Charging* • *High Sticking* • *Spearing*

In the event the non-offending team scores with the man advantage during the first two minutes of the above infractions, the original penalty will be reduced on the penalty time clock to two minutes (2:00).

Tournament directors assume no responsibility for any claims arising through operation of the tournament. No allowances will be made for ignorance of the rules.

ALCOHOL, CONTAINERS & SMOKING

Alcoholic beverages and/or glass containers are STRICTLY prohibited anywhere **inside or out** any Canlan Ice Sports or any facility in use. Failure to comply will result in disciplinary action against the offending individuals, including possible suspension from the tournament. Please note that Canlan Ice Sports and all public facilities are smoke-free facilities.

ACCIDENTS AND INJURIES

All accidents and injuries must be reported to the Tournament staff.

TEAM ROSTER

Each team is permitted to carry a maximum of 17 players on their roster. All players will need to sign in via the online waiver system. The online system will populate the game sheets. The official "roster" will be generated via the online system and available from the tournament staff. A Kiosk with the online waiver is available on site for any player unable to play in the team's first game. The **Team Rep** must have him/her sign in before they play in the preliminary round. Only players who play in at least one of the preliminary games will be allowed to compete in the playoff games. IT IS THE TEAM REP'S RESPONSIBILITY TO VERIFY HIS/HER GAME SHEET BEFORE THEIR FIRST PLAYOFF GAME. The use of an ineligible player will result in a default loss to the offending team. **All individuals who are not rostered but on the team's bench must also complete a waiver.**

GAME SHEETS

Game sheets, prepared and provided by tournament directors, will be available at the front desk or in the timekeeper's booth. It is the **Team Rep's Responsibility** to ensure the accuracy of the Game Sheet before each game.

MINIMUM AGE REQUIREMENT

All players participating in a Canlan Classic Adult Tournament must be 18 years of age or older. Any player under the age of 18 must have the approval of the Tournament Director / Manager AND parental consent prior to participating in the tournament. Parental consent can be authorized via the online waiver form.

TEAM SWEATER CONFLICTS

All players must wear matching sweaters, and be numbered differently. In the event of a conflict of team colours (the referees and team representatives will determine if there is a conflict) the Visiting Team will wear their alternate jerseys, if available. If not, the Home Team will wear their alternate jerseys. If no alternates are available, the tournament director will supply a jersey OR cover-up set to the Visiting Team to borrow. The tournament set will be counted before and after the game. Any missing jerseys / cover-ups not recovered will be billed at a cost of \$25.00 (CAN) each, to the team rep's credit card on the Monday following the tournament's conclusion.

LENGTH OF GAME

All games will be three stop-time periods (12 -10 -10-ON)(12-12-12-QC). The game clock will be set to 14 minutes to begin the warm up. Once the Zamboni leaves the ice surface, the game clock shall run continuously throughout the warm up and will not stop until the first official stoppage of play. When the game clock nears 13 minutes, a referee or the timekeeper will warn the players that the game is about to start. The clock shall run if a 5-goal spread exists at the 5:00 minute mark of the third period. The clock shall stop once the margin is 4 goals or less. In the event that there is a 5-goal spread in the 3rd period and the game is starting to get out of hand, the game will be terminated at the discretion of the referees.

TIME-OUTS

If the game is within 2 goals each team will be permitted one - 30 second time-out per game. Both teams cannot use their time-out during the same stoppage in play.

SKILL LEVEL - BALANCING OF TEAMS

Canlan Classic Tournament officials reserve the right to move a team(s) to a different division based on skill level and adjust scores. A strong team in a lower division may exchange schedules with a weak team in a higher division, in order to create better divisional parity.

TIES IN STANDINGS

If 2 Teams are tied in the standings the following tie-break steps will be taken in this order:

1. Most Wins
2. Head to Head Record
3. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance.
4. Least goals against
5. Least penalty minutes

*If 3 Teams or more are tied in the standings the following tie-break steps will be taken in this order:

1. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance
 2. Least goals against
 3. Least penalty minutes
- The maximum goal differential that will be recorded in a game is 7.

OVERTIME – PLAYOFF GAMES

If a playoff game is tied after regulation time has expired, a 5-minute, stop-time, 3-on-3 sudden death period will be played to determine a winner. **All penalties incurred during the third period of regulation time will be in effect.** All power-play situations will be played 4-on-3. Once the penalty expires, teams will play 4-on-4 until the next stoppage in play. **Note that if a player incurs a penalty that has not expired during the overtime, they will be INELIGIBLE to participate in the shootout.** If the score is still tied after the 5-minute overtime period, a 3-player simultaneous shootout will follow. If the score is still tied after the 3-player shootout, a sudden death shootout will decide the winner.

DEFAULTED GAMES

If a team is not present or is not able to start at their scheduled start time, the clock will begin to run from the 12 minute mark. They will be penalized a goal for each 4 minutes not ready, beginning at the 11 minute mark. (Goal 1 – 11 Minute Mark, Goal 2 – 7 Minute Mark, Goal 3 – 4 Minute Mark), Game Default at 0 minute of first period.

Any team that defaults a game, for any reason, will record a 3-0 loss for the purposes of record keeping. If both teams default a game, a 0-0 tie will be recorded, but **NO POINTS** will be given.

AMENDMENTS TO ASHN PENALTIES

FIGHTING

All Fighting Majors will result in expulsion for the remainder of the tournament. If a player or players drop their gloves but do not engage in an altercation an automatic game misconduct will be assessed and is subject to further review and may result in suspension.

FIGHTING–OFF THE PLAYING SURFACE

A major penalty plus a game misconduct penalty shall be assessed to any player who is involved with another player off the playing surface. This penalty carries a tournament expulsion, NO exceptions!

GAME EJECTION AMENDMENT

If a player receives a Game Ejection, they will have 30 seconds to leave the playing surface. If the player remains on the ice at the conclusion of the 30 seconds or delays the game from the off-ice area, their team will be given a 2 minute delay of game penalty.

2016 Canlan Classic Tournaments Coed Division – Additional Rules

In addition to the standard Tournament Rules, the following specialized Rules must be followed during Coed play:

- 1) There must be a minimum of 2 women on the ice at ALL times (not including a female Goalie).
- 2) Men are only allowed 1 goal per game each. Women's goals are unlimited.
- 3) There is absolutely no body contact permitted. A body contact penalty will result in an automatic GAME EJECTION. If an injury results, the offending player will be issued a MAJOR penalty and will be SUSPENDED for the remainder of the tournament.
- 4) There will be zero tolerance for un-sportsmanlike conduct. Any players engaging in; insulting, intimidating, or unnecessary roughness towards other players will receive minor un-sportsmanlike conduct penalties. Any penalties occurring after the whistle will also be considered un-sportsmanlike conduct. Players receiving second un-sportsmanlike conduct penalties within the game will automatically be ejected for the balance of the game regardless of the penalties being coincidental.
- 5) Slap shots may ONLY be taken by female players. A 2:00 minute minor penalty will be assessed if a male player's shot backswing exceeds his knee level.
- 6) Unless there is an emergency, teams are not permitted to switch players on their roster to play Goal in the Championship Finals.
- 7) If there is a tie at the end of regulation time during the playoffs, a 3 on 3, 5 minute stop time overtime will occur. During overtime there must be 2 women and 1 man on the ice. Player changes can be executed any time. The overtime is an extension of regulation time so male players who have already scored a goal may NOT score in overtime.
- 8) If a winner is not decided during the overtime then a shootout will decide the winner. The Captains of each Team must designate 2 women and 1 man to take the penalty shots (in any order). Opposing players will take their penalty shots at the same time. Men that have already scored ARE permitted to take a penalty shot. If the 3 player shootout does not result in a win, single shooters are taken from the rest of the roster until the roster is exhausted (no shooter can shoot twice until the entire roster is used). The 4th player must be a female, the 5th player must be a male, this alternating shootout pattern will continue until there is a winner.

SLO-PITCH RULES

Alcohol is not permitted on the ball diamonds, in the dressing rooms or in any of the parking lots. If a team is caught with alcohol in any non licensed area during the tournament the team will be immediately disqualified.

Each team is to report their game scores and points to the tournament convenor. Tournament convenor will be on site for all ball games.

All Scores will be updated after each game, and the master schedule will be posted(just outside of Rink#1) (at tournament headquarters)

SPO RULES APPLY

The game starts with a coin toss. The umpire will call team captains to the plate. The winner of the toss decides if his or her team will bat first or field first. At that point the umpire will advise both team captains of the time of day so that both teams are in line with the 50-minute rule.

Maximum number of players on the playing field is 10 (including rover)

Mercy rule of 7 runs per inning is in effect, except for the last inning.

No Maximum number of batters (all roster players must bat in rotation)

A fair ball outside the park (over the fence) constitutes a home run.(Maximum of one per team each game) After one they will be outs.

The umpire's call is final. If a team wishes to protest a call they must do so in writing and within 30 minutes of the end of the game. The protest must be submitted to the tournament convenor who will discuss the protest with the game official(s) and decide on the call as soon as possible.

Fighting on the field or physical contact with the umpire will result in immediate expulsion from the tournament.

No time outs are permitted unless extreme injury has occurred at which time the umpire may call it.

All games will be officiated by one umpire only.

Each team is responsible for keeping the score for your slo-pitch games and double-checking the score with the opposing team after each inning. In case of any discrepancies the umpires score sheet will be used.

Game sheets must be handed in to the tournament convenor immediately following your game.

All scores and points will be updated on the tournament board located just outside of Rink #1

If a game is cancelled due to inclement weather, a hockey game will be played as an alternate subject to ice availability.

COED SLO-PITCH

Each team must have a minimum of 4 females on the field at all times. Everyone on the roster bats.

Batting order- no more than 2 males can bat in a row.

Walks – Male- If female is the next batter, male goes to second base and the following female batter has the option to go to first or to bat.