

Montreal Youth - 2018

Canlan Classic Tournaments Rules

Registration

- All teams are to register 1 hour prior to the start of their first game. **All players are required to have government-issued ID showing the player's name and date of birth available at all times during the tournament.**
- Alternately, the Team Coach or Manager can submit photocopies of all their players' IDs at time of registration.

Rosters

- All players **MUST** sign the official team roster sheet prior to playing their first game. The coaching staff members are responsible for ensuring each and every player follows this rule.

Payment

- The team's registration fee must be paid in full prior to the start of the first game. The puck will not drop for the first game until payment has been made.

Game Length

- All games will be 10-15-15 minute stop time periods.

Warm Up

- Pre-game warm-ups will be two minutes. Teams must be prepared to start games 15 minutes before scheduled start times.

Handshake

- Teams will shake hands at center **before the game only.**

Time - Outs

- Each team is permitted one 30 second time-out per game.

Body Contact

- This tournament allows body checking for 2005 born divisions and older. This is in accordance with Hockey Canada permitting body checking at Minor Bantam. The tournament is an organized introduction to body contact for Minor Bantam teams looking to learn proper technique and gain experience.

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- Exceptions are made for specific divisions that have been specifically designated as non-contact, in addition to **all girls divisions**.

Equipment

- All players must wear a full face mask and neck guard in order to play. Please note that US teams are not required to wear a neck guard, however, it is highly recommended. Mouth guards are also recommended.

Tournament Points

- Two points will be allocated to the winning team, one point for a tie and zero points to the losing team.

Standings After Round Robin Play

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. 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 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. 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 is 5.

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Overtime - Playoffs (Quarter Finals, Semi Finals or Finals)

- There will be a 5 minute, stop-time, 3-on-3 sudden death overtime period to determine the winner. 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 until the game is decided. 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.

Participation of Game

- A team that does not present itself for a game will be subject to expulsion from the tournament (at the discretion of the organizers). **NO REFUNDS WILL BE GIVEN.**

Forfeits

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

Sweater Conflicts

- If a jersey colour conflict arises, the home team will be asked to wear their alternate jerseys. If they do not have alternates, the visiting team will be asked to wear their alternates. If neither team has an alternate set, the tournament team will provide a set of pinnies / jerseys to the **visiting** team.

Eligibility

- A player must participate in at least one preliminary game to be eligible for the playoffs (quarter finals, semi-finals or finals). **Any coach who plays a player who is not eligible for the playoffs will automatically have his team disqualified from the tournament.**

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Playing for More Than One Team

- A player can only play for one team per age group. Players are permitted to play up a year, subject to the approval of the Tournament Coordinator, however they are not allowed to play down.

Suspended Players

- Any coach who plays a suspended player will have his team removed from the tournament. Suspensions can be carried over to a following tournament by staff.

Tournament Rules

- Follow the current Canadian Hockey Association rulebook (exceptions are listed below):

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, with the exceptions of hitting from behind and head check.

Hitting From Behind

- A player will be immediately ejected from the game if he/she is assessed a hitting from behind penalty. If the penalty occurs prior to the third period and is a 2 minute minor, the player will be suspended for the remainder of the game.
- If the penalty is a 2 minute minor and occurs in the third period, an automatic 1 game suspension is applied.
- If the penalty is a 5 minute major and occurs before the third period, an automatic 1 game suspension is applied.
- If the penalty is a 5 minute major and occurs in the third period, an automatic 2 game suspension is applied.

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Head Check

- If the penalty is a 5 minute major and occurs before the 3rd period, an automatic 1 game suspension is applied.
- If the penalty is a 5 minute major and occurs in the 3rd period, an automatic 2 game suspension is applied.
- 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)

Minor Penalties

- Any player receiving 3 minor penalties will receive an automatic game ejection penalty, unless the third is a coincidental penalty, in which case the 4th minor penalty will result in a game ejection penalty.
- Double minors count as 2 minor penalties towards their 3 strikes.

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 game ejection penalty, which carries no additional suspension. 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 (can watch from stands on case by case basis).

Gross Misconducts and Match Penalties

- Any team official that receives a gross misconduct or match penalty before, during or after a game will automatically be ejected from the tournament.

Fighting Misconduct

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

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Referees

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

Protests

- No protests will be accepted, including but not limited to picture and video.

Spectator Conduct

- All spectators are to act appropriately at all times during the game. Inappropriate behavior, prejudice comments and language, and gestures both verbal and physical towards referees, players, other spectators and tournament staff will not be tolerated.
- Verbal abuse of the officials will not be tolerated.
- Spectators can be asked to leave at any time by tournament staff for any such behavior. If tournament staff are clearly aware of which team the spectator belongs, a bench minor will be given to the team.
- Please note that in extreme circumstances, games can be stopped and/or forfeited by the **tournament coordinators**.

Coaching Staff

- It is our objective to be fair to all teams; therefore it is extremely important that everyone play by the same rules in order to make the tournament competition fair and equal to all teams participating.
- It is the coaching staff's responsibility to make their players fully aware of all rules listed above.