



CANLAN CLASSIC TOURNAMENTS

ADULT TOURNAMENT RULES ***Ontario (Revised September 7, 2017)***

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).

FACIAL EQUIPMENT

As per the ASHN rules Canlan Classic Tournaments will adopt a mandatory facial protection policy for all players. Any player not wearing a minimum of a half visor or cage will be asked to leave the ice surface immediately and will not be permitted to return until they have the proper facial protection in place. The visor/cage must be fastened securely to the helmet as per CSA Approved Regulations with all straps firmly attached as per manufacturer's design.

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 our 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. Players are not eligible to play on two or more teams within the same division unless approved by tournament coordinator. 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

Roster Sheets will be prepared and provided by tournament staff for each game. It is the **Team Rep's Responsibility** to ensure the accuracy of the Roster Sheet before each game and taken to the scorekeepers booth.

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 at a minimum of (12-10-10-ON)(12-12-12-AB). 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 **and the total penalties exceed 10 minutes.** 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 RULES

ICING

All icing calls will be initiated by any Team, equal or superior in numerical strength, shooting, batting or deflecting the puck into the defending zone from behind the offensive **blue line**.

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.

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.

TOURNAMENT PROCEEDURES

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

Tournament Standings: This can be found in the lobby or restaurant 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.

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 women. 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.

GOOD LUCK TO ALL OUR PARTICIPANTS AND HAVE FUN!

Canlan Classic Tournaments

EXPERIENCE THE DIFFERENCE!