

## CANLAN CLASSIC TOURNAMENTS RULES Ontario 2023 (Boys)

### Registration

- A representative from each team must register at the tournament office prior to their games.
- Players are required to have government-issued ID, showing the player's name and date of birth, at all times 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.

### 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.

### Rosters / Eligibility

- All players, coaches & trainers MUST sign the official team roster sheet prior to that participant's first game of the tournament to be eligible. This is the responsibility of the coaches and manager to self-govern.
- All non-playing personnel on the players' bench must print and sign their names on the game sheet in the appropriate spot. This must be done prior to the start of every game.
- The coaching staff is responsible for ensuring that every player that participates is eligible.
- Teams may carry up to 20 players, goalies included, per roster.
- A player must participate in at least one round robin game to be eligible for the playoffs (quarterfinal, semifinal or final).
- Coaches **must** add subs with the on-site coordinator **if** these subs are not indicated on their original roster. **Failure to do so may result in the team forfeiting, or the sub being deemed ineligible for play.**
- A player can only play for one team per age group 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.
- All age groups (exception of U8 & U18) are single birth year age groups
- Mixed birth year teams are common. These teams must register for the oldest birth year on their roster

### Payment – ([payment LINK](#))

- 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

- 5 on 5.
- All games will be 3 x 12 minute stop periods.
- Overtime during playoffs will be one 5-minute, 3 on 3 sudden death period.
- All divisions are full-ice.

### Warm-up

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

### Handshake

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

### Time-Outs

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

### Body Checking

- This tournament allows body checking for 2010 born divisions and older (boys).
- Frequently, exceptions are made for specific divisions that have been specifically designated as non-contact (NC).
- It is solely the responsibility of the team to communicate to CCT if they must participate in a non-contact division at the time of registering if the team is 2010 born or older.

### 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

- Two points for a win
- One point for a tie
- Zero points for a loss
- Zero points for an overtime 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 (GF + 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, 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.
- Players serving penalties at the end of overtime are permitted to participate in the shootout.

#### **Goal Spread**

If a difference of 5 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.

If a difference of ten goals or more exists at any time during the game, running time will commence.

- The time will not stop again until the difference is reduced to 9 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.
- Pinnies may be available if required.

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

#### **Match Penalties**

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

#### **Gross Misconducts** ( Maltreatment)

- Any team official or player who receives a gross misconduct 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.
- Any incidents involving Hockey Canada Maltreatment rules that have been reported to the referee but not overheard shall be reported to the Tournament Coordinator. A full report on the back of the game sheet shall be required. A warning to both teams' coaches will be issued.

### **Game Misconducts**

- Any player or coach being assessed a game misconduct for Maltreatment in the 1<sup>st</sup> period shall be assessed a 1-game suspension. If this occurs in the 2<sup>nd</sup> or 3<sup>rd</sup> period the player or coach will be assessed a 2-game suspension.

### **Fighting**

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

### **Checking From Behind**

- A player assessed a checking from behind penalty will be immediately assessed a game misconduct.
- If the penalty is a 2-minute minor and a game misconduct that player will also be assessed a 1-game suspension.
- If the penalty is a 5-minute major and a game misconduct that player will also be assessed a 2-game suspension.

### **Head Contact**

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

- Incidental head contact – if the initial point of contact was not to the head or shoulder area but incidental contact ends up in the shoulder or head – 2 minute minor
- Initial point of contact is to the head but degree of impact is minor – a double minor (2+2) assessed.
- Deliberate head contact with force with or without injury – Major and a game misconduct assessed. 2 game suspension assessed
- Intentional contact to the head and shoulder area resulting in injury will result in a Match Penalty and a tournament ejection.

### **Penalty Frequency**

- Any player receiving 3 minor penalties will receive an automatic game ejection penalty unless the 3<sup>rd</sup> minor is a coincidental penalty. In this case, a 4<sup>th</sup> minor penalty will result in a game misconduct penalty (regardless of the 4<sup>th</sup> being a coincidental). Double minors count as 2 penalties towards their 3 strikes. Players that are assessed a game misconduct 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 game misconduct 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.
- Any coach who plays a suspended player will automatically have the team disqualified from the tournament.
- The team is wholly responsible for knowing if players were assessed a suspension.
- The Head Coach will be suspended from their next game if their team receives 20 minutes in penalties in a single game.

### **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