



# PUCK AND BALL 2011 SEASON TOURNAMENT RULES

## EVENT 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

- 6 inning game, no new innings after 50 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

**TIES IN FINALS** – In the event of a tie in the finals, the final results will be decided by a 5-minute, stop-time, 3-on-3 sudden death period. **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.

### ALCOHOL, CONTAINERS & SMOKING

**Alcoholic beverages and/or glass containers are STRICTLY prohibited anywhere inside any Canlan Ice Sports or any facility/field 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.

## 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.

Download English version: [www.icesports.com/resource.aspx?id=210](http://www.icesports.com/resource.aspx?id=210).

Download French version: [www.icesports.com/resource.aspx?id=264](http://www.icesports.com/resource.aspx?id=264).

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

## **PERSONAL PROPERTY**

The tournament directors, officials and facility staff members accept no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the arena. **Dressing room keys/locks will not be supplied.** It is the team's responsibility to provide their own lock and lock their dressing room before going on the ice.

## **ACCIDENTS**

All accidents must be reported to the Tournament directors and to the arena management.

## **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.

## **ROSTER**

Each team is permitted to carry a maximum of 17 players on their roster. A team roster sheet must be submitted prior to the first game. The roster sheet must include names, birthdates and players' signatures. In the event that a player is unable to play in the team's first game, the Team Rep may print his/her name on the team roster and must have him/her sign the official roster before they play in the round robin. **Only players who play in at least one of the round robin games will be allowed to compete in the playoff games. IT IS THE TEAM REP'S RESPONSIBILITY TO VERIFY HIS/HER ROSTER BEFORE THEIR FIRST PLAYOFF GAME. The use of an ineligible player will result in a default loss to the offending team.**

## **MINIMUM AGE REQUIREMENT**

All players participating in a Canlan Classic Adult Tournament must be 19 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.**

## **GAME SHEETS**

Game sheets must be completed before entering the ice surface. Players will be required to identify their jersey number on all remaining game sheets.

## **MANDATORY EQUIPMENT**

All players must wear full CSA approved equipment. Please note that players (other than goalies) may NOT wear goalie skates.

## **HELMETS**

Helmets are mandatory and must be worn by all players. **Helmets must be CSA approved.**

## **SLAPSHOTS**

Slap shots will be permitted in all Divisions. \*(Except Males in Coed Divisions)

## **OFFSIDE**

The "Tag Up" Rule is in effect...if your team is offside, you will be permitted to "clear the zone" so play can continue.

### **ICING**

All stoppages for icing will be initiated when the puck crosses the goal line of the non-offending team. All icing calls will be initiated by the offending team shooting the puck into the defending zone from behind the center red line. **As per ASHL rules, officials will waive the icing call if the defending goaltender attempts to leave his/her crease to play the puck.**

### **OFFSIDE PASSES**

The center red line will **NOT** be in play for off-side passes.

### **STICK MEASUREMENTS AND EQUIPMENT MEASUREMENTS**

Stick and Equipment measurements will not be permitted. However, if in the opinion of an official, any stick or equipment poses a threat to the safety of other players, the player will be asked to remove it from the game.

### **TIME-OUTS**

Each team is permitted one-30 second time-out per game. Both teams cannot use their time-out during the same stoppage in play.

### **GOAL CREASE**

Players in the offensive zone are not permitted to enter the marked crease area before the puck enters the crease. If a player's skate(s) enters the crease voluntarily in any manner, the referee has the discretion to whistle the play, and a face-off will take place at the nearest spot in the neutral zone.

Only if, in the opinion of the Referee, the defending team has clear possession and control of the puck, with a clear path to moving out of the zone, shall the Referee allow play to continue.

### **LENGTH OF GAME**

All games will be three stop-time periods (12 -10 -10). 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 3<sup>rd</sup> period and the game is starting to get out of hand, the game will be terminated at the discretion of the referees.

### **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. 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.

### **GAMES AGAINST TEAMS THAT HAVE CHANGED DIVISIONS**

Any team that wins a game against another team that has been moved up or down a division for parity, will record a 1-0 win for the purposes of record keeping (the losing team will carry a 0-1 loss). This will eliminate any + / - advantage of playing a team of a lower caliber when it comes down to tie-breaking scenarios.

**SLAPSHOTS** – Slapshots are allowed in all divisions – except coed division, where only women can take slapshots. If a male takes or fakes a slapshot, a 2 minute penalty will be assessed. A slapshot is defined as bringing the backswing of the stick above the knee.

### **DEFAULTED GAMES**

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.

## PENALTIES

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### GAME EJECTIONS

Any player who incurs **ANY TWO STICK INFRACTIONS** in one game will be automatically ejected from that game. Any player who incurs **ANY THREE PENALTIES** in one game will be ejected from that game, unless the 3<sup>rd</sup> penalty is coincidental, in which case the 4<sup>th</sup> penalty will result in an automatic ejection. A game ejection shall not carry any suspension unless the last penalty is a game misconduct or major in the third period. A repetition in game ejections for any player or team can result in suspension.

### STICK INFRACTIONS

Stick infractions will include the following: high-sticking, slashing, cross-checking, spearing, and butt-ending.

### HIGH STICKING

A player who contacts an opponent above the normal height of his shoulders with a high stick shall be assessed a four-minute minor, major or match penalty at the discretion of the Referee. If injury results, a major penalty, or match penalty will be assessed.

### BODY CHECKING

Is not permitted! A two-minute minor, major or match penalty will be called at the discretion of the Referee. If injury results, a major penalty, or match penalty will be assessed. **Note that the third (and subsequent) team body contact penalty will be served as a five-minute major.**

### BUTT-ENDING

A match penalty will be assessed to any player who butt-ends or attempts to butt-end an opponent with the intent to injure another player. This penalty carries an automatic tournament expulsion. This expulsion does not apply when the player incurs a four-minute minor for butt-ending.

### ROUGHING / ROUGHING AFTER THE WHISTLE

A minor penalty shall be assessed to any player who, in the referee's judgment, is guilty of unnecessary rough play. When injury results from an infraction to this rule, a major penalty plus a game misconduct may be assessed.

Any player with cumulative rough play penalties will be reviewed by the Tournament Director and may face tournament expulsion.

### 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!

### SPEARING

A four-minute minor penalty shall be assessed to any player who pokes or jabs or attempts to jab an opposing player with the toe of the blade of the stick. A major or match penalty shall be assessed to any player who deliberately spears or deliberately attempts to spear by jabbing forcefully with the toe of the blade of the stick or who injures an opponent by any spearing action. The major or match penalty carries an automatic tournament expulsion.

### SLASHING

A four-minute slashing penalty shall be assessed to any player who swings their stick (regardless of whether he/she actually strikes the opponent), or who, in the pretext of playing the puck, makes a wild swinging motion with the object of intimidating the opponent.

## **CROSS-CHECKING**

A four-minute minor penalty, major or match penalty at the discretion of the Referee, shall be assessed to any player who cross-checks an opponent. A major penalty and a game misconduct penalty shall be assessed to any player who **CROSS-CHECKS A PLAYER FROM BEHIND INTO THE BOARDS**. This penalty carries a tournament expulsion or 1 game suspension (depending upon the severity of the check) at the convener's discretion.

## **MISCONDUCTS**

A player, except a goaltender, incurring a misconduct penalty, shall be ruled off the ice for a period of ten minutes actual playing time. A substitute for the penalized player shall be permitted immediately. A player serving a misconduct penalty shall remain on the penalty bench until the first stoppage of play following the expiry of his penalty.

Any player who is assessed a second misconduct penalty in the same game shall automatically be assessed a game misconduct penalty. If the misconduct penalty occurs in the third period, where the full 10 minutes cannot be served, an automatic 1 game suspension will be assessed. All misconduct penalties are subject to review by the Tournament Director. No player shall be required to serve a misconduct penalty for another player.

## **GAME MISCONDUCTS**

Any player or coach that receives a game misconduct penalty will be ejected from the balance of the game. If this penalty is assessed in the third period, an automatic one game suspension will be assessed. All game misconduct penalties are subject to review and possible further suspension.

## **GROSS MISCONDUCTS**

This penalty will be assessed to any player or coach who makes obscene gestures, utters a racial slur, excessively abuses spectators, other players or league officials OR attempts to make a travesty of the game. This penalty carries a tournament expulsion.

## **MATCH PENALTIES - INVOLVING AN OFFICIAL**

Automatic suspension from the tournament AND affiliated Leagues. This penalty will be assessed when a player physically threatens or abuses any league official (directors, referees, timekeepers, etc.).

## **MATCH PENALTIES - INVOLVING OTHER PLAYERS**

Automatic suspension from the tournament AND affiliated Leagues. This penalty will be assessed when any player physically or emotionally abuses another player with **INTENT TO INJURE** or cause distress.

## **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 convener 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.

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## **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.

**GOOD LUCK TO ALL OUR PARTICIPANTS AND HAVE FUN!**

**Canlan Classic Tournaments**

***EXPERIENCE THE DIFFERENCE!***