



ADULT TOURNAMENTS

2011 SEASON

TOURNAMENT RULES

The current USA Hockey Association rules will govern all games, with the exception of a number of rules specific to the Adult Safe Hockey League.

Click the following link to view or download a PDF version of the [English ASHL 2010-11 Rule Book](#)
Pour visualiser ou télécharger la version PDF, cliquez le lien: [Livre des Règlements Officiels 2010-11](#)

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 any Canlan Ice Sports Facilities . Failure to comply will result in disciplinary action against the offending individuals, including possible suspension from the tournament. Please note that Monroe Multi-Sports Complex managed by Canlan Ice Sports is a smoke-free facility.

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. It is the team's responsibility to 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 JERSEY CONFLICTS

All players must wear matching jerseys, and be numbered differently. In the event of a conflict of team colors (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 (US) 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 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.**

GAME SHEETS

Game sheets must be completed before entering the ice surface. **All players are required to sign both the roster and first game sheet before playing their first game.** Players will be required to identify their jersey number on all remaining game sheets.

MANDATORY EQUIPMENT

All players must wear full USA 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 USA approved.**

SLAPSHOTS

Slapshots will be permitted in all divisions other than COED

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 (12-12-12). The game clock will be set to 15 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 3 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.

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.

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
- Each time a team advances, the tie-breaker will revert back to the first tie-breaker for the remaining teams. When there are only 2 teams left, we will revert back to the "2 team tie-breaker" scenario.
 - 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

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

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 3rd penalty is coincidental, in which case the 4th 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.

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.

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!