

Canlan Classic Tournaments – 2011 Youth Tournament Rules

Registration All teams are to register 1 hour prior to the start of their first game. All players are required to have Birth Certificates available at all times during the tournament. Alternately, the Team Coach or Manager can submit photocopies of all their players' Birth Certificates or player cards at time of registration. Player's who are unable to produce ID will be removed from the roster until proof is shown.

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.

Game Length - All games will be 3 x 12 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 centre before the game only.

Time - Outs - No time outs are permitted.

Body Contact - This tournament is **non-contact** for all Girls divisions plus boys **2001** and younger ages.

Equipment - All players must wear a full face-mask, and a neck guard in order to play. Mouth guards are recommended.

Tournament Points - Two points will be allocated to the winning team, one point for a tie and zero 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. 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 10.

Overtime - Playoffs (Quarter Finals, Semi Finals or Finals) - There will be a 5-minute, stop-time, 3-on-3 sudden death period to determine the winner. If no winner is decided during the overtime, a 3-man shoot-out will decide the game. If still tied after the first 3, there will be a sudden death shoot-out. 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 match is decided.

Red Line - The red line is not in play, therefore two line passes are permitted (note that the red line is still "in play" for icing calls).

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 less than five goals.

If 10 or more goals separate teams at the end of the second period, or at any time during the third period, the game shall be awarded to the team with the 10-goal lead, only after consultation with tournament organizers...**this does not apply to 2004 and younger teams**

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!**

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 **home** team.

Eligibility - A player must participate in at least one round robin games 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.**

Suspended Players - Any coach who plays a suspended player will automatically have his team removed from the tournament.

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

Hitting From Behind - A player will be immediately ejected from the game if he 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 from 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.

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.

Major Penalties - Any player receiving a 5 minute major penalty will automatically be ejected from the game. If the major penalty occurs in the third period, the player will receive an additional (minimum) one game suspension.

Gross Misconduct - Any team official that receives a gross misconduct 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. No exceptions.

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

Protests - No protests will be accepted.

Coaching Staffs - 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.