



RULES – 2008 TOURNAMENT

(to be read attentively)

1. GENERAL RULES

The Tournament's Management reserves the right to add and/or modify any of the rules and/or regulations. In the event of an amendment to the present regulations, the teams will receive a copy of the new regulations. In addition to the following, all of the rules and regulations of the C.H.A. (Canadian Hockey Association) shall apply. All teams are responsible for their equipment (no rooms or storage areas available). Each team participating to Outaouais Express AAA Tournament need to have an insurance coverage. The following rules and regulations will be strictly implemented and applied. Consequently, it is important that each team read attentively all of the documentation transmitted by e-mail.

2. REGISTRATION AND TEAM FORMATION

a) **DATE AND TIME:** Registration will take place one hour and a half before your first game. b) **REGISTRATION:** All players who participate in the tournament must be registered and must submit upon request, a birth certificate (photocopy accepted) or a valid player card or a health insurance card. (these documents will be returned at your time of departure). c) It is the Head Coach's responsibility to submit a list and proof of eligibility of his players. *If a player leaves the arena with an ambulance, a proof from the hospital is mandatory before he can return to play. d) A player will play for only one team in one category only. e) Each player will require to sign an attendance sheet prior to each game. f) **LIST OF PLAYERS:** A team may register nineteen (19) players on their list including two (2) goalies. No players may be added after the first game of the team. g) **RESERVISTS:** Only registered players can participate to the tournament. h) A maximum of seventeen (17) players may be dressed for anyone game. Before each game, the General Manager or Head Coach must verify and sign the game sheet. i) A maximum of five (5) team officials may accompany the team behind the bench during the game. All team official names must be clearly registered on game sheet. A team may delegate one of its team officials to the penalty box.

3. PUNCTUALITY

a) The game time may begin up to fifteen (15) minutes ahead of schedule. We require that you arrive at the arena sixty minutes before game time and to avoid delays, teams must be ready to start a game fifteen (15) minutes before starting time of the game. b) Upon your arrival to the rink, a tournament volunteer will indicate your room number. We request that rooms be liberated at least thirty (30) minutes following the end of each game. Cooperation is essential to ensure clean rooms. c) If the colors of the teams create confusion between two teams, the visiting team will change jerseys. The Tournament Organizers will provide jerseys should the need arise (if available).

4. RESPONSIBILITY OF THE HEAD COACH AND HIS TEAM OFFICIALS

a) Each Coach and/or Manager is solely responsible for the supervision of their team before, during and after each game and outside of the arenas.

b) It is the responsibility of each team to provide a trainer on the bench that can administer first aid.

c) At the end of each game, the Coach shall identify one of his players to be named "MVP". The player's name shall be transmitted to the official time keeper. Please ensure to name a different player for every game. Both teams shall line-up at their respective blue lines for the presentation of the awards. d) In the interest and support of sportsmanship, shaking of hands between opposing teams will be done at the end of each game.

5. TYPE OF TOURNAMENT

a) Round robin b) 4 games guaranteed per team c) Semi-final d) Final e) International type tournament, therefore no stick, or equipment will be measured.

6. TEAM RANKINGS

a) Win 2 points b) Tie 1 point c) Loss 0 point d) A team who refuses to play or take part in the game will automatically lose its game 3-0. (for the purpose of ranking)

7. TIE-BREAKER (Read Attentively)

If there is a tie in the positioning, the following criteria will be applied to determine the tied team positioning (first criteria will apply);

a) The greatest number of wins.

b) The least number of losses.

c) The best differential of goals for - goals against.

d) The least goals against.

e) The most goals for.

f) The first goal scored during the round robin (fastest goal).

g) The team with the least penalty minutes in the preliminary round.

*For the purpose of Article 7, a default game is considered a game played.

8. REGULATIONS PERTAINING TO GAMES

a) Teams will be allowed a warm up period of three (3) minutes b) Three (3) periods of twelve (12) minutes stop time. c) No red line rule, therefore, 2 line passes will be permitted. d) The ice will be resurfaced after the second period of each game.

e) There will be NO time-out permitted in the preliminary rounds. f) One (1) thirty (30) second time-out per team will be allowed during the semi finals and finals.

g) Once there is a five (5) goal spread in the third period, the clock will continue to run for the rest of the period (i.e. no stop-time) and this even if the goal spread is reduced to less than five (5). h) Once there is a seven (7) goal spread in the third period, the score will be considered FINAL for tournament statistics. If both Coaches agree to continue the game and only if the tournament schedule is on time, the period may be concluded having already established the final score of the game. The final decision to decide if the game can continue will be the sole responsibility of the tournament managers. i) At anytime, the tournament officials or the referee may end the game if either judges that the participant's security is jeopardized.

9. OVERTIME AND SHOOT-OUT

a) There will be NO overtime or shoot-out during the preliminary round robin.
b) During the semi-finals and finals, there will be one (1) sudden death overtime period of 10 minutes stop-time, 4 on 4 plus goaltender. If neither team scores during overtime, the winner will be determined by a best of three (3) shoot-out.
c) SHOOT-OUT SYSTEM: Three players of each team, chosen by the Coach at the beginning of the game will shoot. The team who scores the most goals will be declared the winner.
d) If still tied, the shootout will be sudden death and repeated until a winner is determined. No player may take a second shot until all skaters have had a shot.

10. WEARING OF PROTECTIVE EQUIPMENT

a) All players must wear a protective helmet and a complete facial protector approved by ACNOR or AHAUS.
b) All players must wear a neck protector. (Exceptions allowed)

11. BODY CONTACT, MINOR & MAJOR PENALTIES

a) Contact is NOT PERMITTED in novice and the minor atom category. b) Contact is however PERMITTED starting at the major atom level.
c) Please do not forget to instruct your players that by definition, body contact is allowed only to slow down and intimidate the puck carrier. Security and pleasure to compete is our common goal.
d) At the discretion of the referee, a minor penalty plus a misconduct penalty or a major penalty plus a misconduct penalty shall be called against any player who in anyway pushes, checks or intentionally hits an adversary from behind anywhere on the ice.
e) If a player is injured, a major penalty and a game misconduct penalty shall be called. A match penalty may also be imposed under this rule, the whole at the discretion of the referee whose decision will be supported by tournament officials.
f) MINOR+MISCONDUCT No additional suspension. Expulsion for the rest of the game. If the penalties occur with less than five (5) minutes left in the game, the penalized player will be suspended for the next game.
g) MAJOR+GAME MISCONDUCT Expulsion for the rest of the game, the penalized player will also be suspended for the next game. If there are less than five (5) minutes remaining in the game, the penalized player will be suspended for the next two (2) games.
h) If a penalty is called for intent or deliberate intent to inflict injury, the penalized player will be ejected for the rest of the game and will be suspended for the next two (2) games (spearing, butt-ending, etc.).
i) Regulation shall also apply to gross misconduct penalties.
j) Any player incurring a total of three stick infraction penalties during the same game shall be ejected from the game (no suspension). For the application of this rule, stick infraction penalties are considered to be; high-sticking, cross-checking, slashing, spearing and butt-ending.

12. PENALTIES

a) Minor penalties will be of two (2) minutes duration and Major penalties will be of five (5) minutes duration during stop time. When running time is in effect, they will be three (3) and seven (7) respectively. b) Minor +game misconduct penalties: (hitting from behind) 1st in tournament : 2 minutes (ejected from the game and unless penalty occurs in the last 5 minutes of the game an additional game shall be imposed) 2nd in tournament : 10 minutes (Suspended-next two (2) games). c) Major +game misconduct penalties : 1st in tournament : Five (5) minutes penalty. (Suspended-next game unless if penalty occurs in the last 5 minutes of the game an additional game shall be imposed) 2nd in tournament : Five (5) minute penalty (Suspended for balance of tournament). d) Fighting : MAJOR penalty and out for the remainder of the game + the next two (2) games. The instigator will be assessed an additional game suspension. e) Gross misconduct penalties : Any player or team official incurring a Gross Misconduct Penalty shall be immediately ejected from the game. f) Match penalties : 1st in Tournament : Five (5) minute Major penalty and immediately ejected from the game. The player will also sit out the next two (2) games. 2nd in Tournament : Five (5) minutes Major penalty and suspended for the balance of the tournament. g) 3 stick penalties : 2 minutes penalty and immediately ejected from the game. A double minor stick penalty will count as one stick infraction towards this rule.

13. DISCIPLINE AND PROTEST

SUSPENSIONS SHALL BE FINAL AND NOT SUBJECT TO APPEAL

a) Any player or team official who is penalized or ejected from a game shall be subject to the disciplinary code of the tournament. b) No protests will be accepted except with regard to the eligibility of a player. c) In the event of a protest as to the eligibility of a player, the team's management must collaborate with the tournament officials in order to clarify the situation. The team or the player must be in a position to provide proof of age and eligibility. Any attempt to withhold information can result in the suspension of the player and/or the team.

Have a good tournament, good luck to all and thank you for your cooperation !