

Hockey Fights Cancer

Hockey Tournament

Rules and Regulations

1. Hockey Canada rules will apply unless otherwise stipulated in the rule package. The following rules either supplement or negate the rules in the Hockey Canada rule book.

2. GAME TIME

- a) The game will start at the 26 minute mark when the Zamboni is off the ice and the rink doors are closed.
 - WARM-UP: 3 minutes
 - 1st PERIOD: 23 minutes
 - 2nd PERIOD: 23 minutes
- b) The referee has the discretion of stopping the clock due to injury, ice problems, rule explanations, etc.
- c) Game time will stop during a penalty shot and will resume after the shot has been taken.
- d) Refer to rule 10 regarding changing players during the last 2 minutes of the game

3. LINEUPS & STATISTICS CORRECTIONS

- a) It is the responsibility of the team rep, or an appointed substitute in the rep's absence, to ensure that player numbers are entered correctly on the gamesheet, and that only players that are present are accounted for. If a player arrives after the start of the game it is the team's responsibility to identify that player to the timekeeper so that the player is registered for that game. Corrections to a player's game totals will not be made after the game has been completed.
- b) Requests to correct statistical data on the gamesheet must be submitted by the team rep, or an appointed substitute in the rep's absence, during the game, or immediately following the conclusion of the game. Correcting the referee immediately after a goal usually assures the proper allocation of stats.

4. EQUIPMENT

- a) Players must wear **CSA approved hockey helmets and helmet hardware**. Players without proper helmets, chinstraps, and helmet clips will not be permitted on the ice during a game (absolutely no substitutions). Players electing not to wear a face shield must remove the mask clips from the helmet.
- b) While highly recommended, facemasks and visors are not mandatory, however, when in use they must be CSA approved. Depending on insurance needs, face masks and/or visors may also become necessary for all players.
- c) Goaltenders are permitted to wear modified CSA cat eye masks. Old style cat eye masks are not allowed.
- d) Failure to correct a piece of equipment immediately following a warning will automatically result in a minor penalty. The offending player may not return to play in that game, or any subsequent games, until the problem has been rectified and approved by a league official.

5. BODY CHECKING & SLAPSHOTS

Body checking is not allowed in any division. Slapshots are allowed in all divisions.

6. ICING THE PUCK & TWO LINE PASSES

- a) The icing marker will be the defensive blue line, not the red line.
- b) Icing will be called even if the puck travels through the goal crease.
- c) Two-line passes are legal; the red line will **NOT** be in play.

7. CHANGING PLAYERS

Players will only be allowed to change on the fly except following: an icing call (**NEW**), a goal, a penalty, an injury, or the end of a period. A change will also be allowed anytime during the last two minutes of the last period, including stoppage of play, when the score differential is 2 goals or less.

8. MINIMUM NUMBER OF PLAYERS

- a) At the 23:00 minute mark a team must have at least 5 skaters (belonging to their team) and a goalie. If the goalie is not ready at that time the game will be delayed until the goalie is on the ice, and a minor penalty for delay of game will be assessed to the team. If a goalie is not ready and on the ice by the 16:00 minute mark, the game will be forfeited with a score of 3-0 for the opposing team.

NOTE: If both teams elect to play a 'friendly game' after the default has been assigned, the referees must remain to officiate the game. League discipline will apply to the friendly game.

- b) A \$75.00 dollar fine will be assessed to any team which forfeits as a result of rule 11a. If requested, this fine will be awarded at the end of the season to the team that made the effort to show up and play.
- c) In the event of a goaltender injury/departure a team may either substitute one of their dressed players immediately, or may play with 6 skaters (none of whom will have goaltender privileges).
- d) For Major penalties, Gross Misconducts, Game Misconducts, Misconducts, Match penalties, and 3 minor penalties to a goalie, the goalie may be allowed to continue playing. All discipline will be assessed after the conclusion of the game. If the referees deem it inappropriate to allow the goalie to continue playing then the goalie will be ejected and a sixth player will be allowed to fill in for the goalie (see rule 11c).
- e) Any team who is unable to ice a minimum of three skaters and a goalie for any face-off other than the opening face-off (see rule 11a), will forfeit the game.

9. SWEATERS

- a) Teams must have at least one full set of matching sweaters with different numbers for all players participating in the game. We highly recommend that each team purchase 2 sets of jerseys.
- b) If there is a color conflict the home team must immediately notify the league supervisor, and the visiting team will be required to change jerseys.
- c) All players must have a number on their jersey. Blank jerseys will only be acceptable for 1 player and the goalie.
- d) If a sweater or a piece of equipment has been deemed illegal by a referee or league official it must be replaced. A taped number is not acceptable. Failure to do so will result in a penalty.
- e) Teams consistently using MAHL sweaters will be assessed a fee of \$20 per usage. The fee will be withdrawn from the team bond. See rule 12a.
- f) Goalies are not allowed to wear the same colour jersey as the opposition. Failure to comply may result in a minor penalty for delay of game until the change is made.

10. PENALTIES AND SUSPENSIONS

MINOR	3 MINUTES
MAJOR	7 MINUTES (STATISTICALLY = 2 PENALTIES)
MISCONDUCT	12 MINUTES (STATISTICALLY = 2 PENALTIES)
GAME MISCONDUCT	IMMEDIATE EJECTION (STATISTICALLY = 2 PENALTIES)
GAME EJECTION	IMMEDIATE EJECTION (STATISTICALLY = 1 PENALTY)
GROSS MISCONDUCT	IMMEDIATE EJECTION (STATISTICALLY = 3 PENALTIES)
MATCH	7 MINUTES + IMMEDIATE EJECTION (STATISTICALLY = 3 PENALTIES)

- a) **FIGHTING:** Fighting may result in a minimum 3 game suspension decision left up to the tournament coordinator (Catherine Tremblay), with the instigator/aggressor receiving a minimum of one additional game. Any player taking physical advantage of an unwilling and non-punching opponent may be banned for life from the league. This is not a goon tournament, and tournament officials will not tolerate intimidation and revenge on the ice. Please note that criminal charges may be pursued and are a very real possibility.

NOTE *Gloves don't have to be off for an altercation to be deemed a fight.

- b) **GAME EJECTION** - Rather than penalize the team, referees may issue such a penalty. Normally, this type of penalty will not result in an additional suspension, however it will be recorded, and should it become a common occurrence, a suspension may result.
- c) Any players receiving Majors, Misconducts, Game & Gross Misconducts, Game Ejections and Match penalties will have their actions reviewed by the disciplinary committee. The committee may assess additional suspensions, or request bonds depending upon the penalty and the players' histories.
- d) Misconducts during the last 10 minutes of a game, or following a game, may result in a minimum 1 game suspension (Catherine Tremblay tournament organizer will decide the outcome after discussion with the game officials).
- e) Any player receiving 3 minor penalties during the same game will be ejected.

- g) All delayed penalties will be recorded on the official League score sheet of the game in which the delayed penalty was assessed. If an opposing team scores on the delayed call the individual(s) who was to be assessed the delayed penalty will not serve the penalty (MINORS ONLY) but will have the penalty(s) recorded and counted towards the individual's maximum allowable number of minor penalties in one game.
- h) No player may serve another team member's penalty except in the following situations:
 - i) A penalty assessed to the goalie (player on the ice at the time of infraction).
 - ii) A penalty assessed to a player having been ejected from the game
 - iii) Any minor penalty assessed to a player having to leave the game because of an injury.

NOTE: players may rotate from the bench to the penalty box when serving an ejected player's penalty(s).

- i) Any altercation in the hallway or parking lot may result in a tournament ejection by Catherine Tremblay.
- j) Players ejected from a game for any reason whatsoever must immediately proceed to their respective dressing rooms. After changing into street clothes the player may then return to watch the game FROM THE STANDS. If the individual fails to follow this rule or causes any disturbance whatsoever, especially on preventing the game from continuing its regular flow, the player may be subject to an additional suspension.
- k) Player reps will be held responsible for spare players' actions. A suspension to a spare player may result in an additional suspension to the team rep.
- l) A minor penalty will be assessed to players who fail to close the penalty box doors after serving their penalty.
- m) If a player enters the crease area before the puck, and a goal is scored, the goal will be disallowed.
- n) Players must remain off the ice surface until the Zamboni has left the ice surface and the doors are closed; failure to do so may result in a minor penalty
- o) Contacting the puck with the stick above shoulder height is prohibited. When it occurs, play shall be stopped immediately, and a face-off will take place in the offending team's defensive zone.

NOTE: The crossbar is not an applicable reference point for high sticking in the MAHL. That is an NHL rule.

- p) Verbal abuse of on-ice officials, off-ice league officials, and opponents will not be tolerated. Suspensions may be levied in cases where abusive, offensive, derogatory language, racial slurs, and/or obscene gestures are directed toward officials and opponents.
- q) Physical abuse of on-ice or off-ice officials may result in a permanent league ban.
- r) Any contact to an opponent's head/neck area, above the normal height of the shoulders, will result in an additional minor penalty (NEW).
- s) All actions, penalized or otherwise, both on and off the ice are subject to league discipline.

11. GAME OFFICIALS

Game officials shall be on the ice as soon as the Zamboni is off the ice and shall remain on the ice until both teams have left the ice surface.

12. TIE BREAKERS

- a) The following tiebreakers will be used if TWO OR MORE teams are tied in points:
 - i) Most wins
 - ii) Goal Differential (Goals For minus Goals Against)
 - iii) Fewest penalties
 - iv) Goals Against

NOTE: Winning percentages will be applied to divisions whose teams have not played an equal amount of games.

- b) Elimination games that require a winner will end in a shoot-out; during which 5 players will shoot for each team. The players will shoot in the order they have been registered on the shoot-out form. If the game is still tied after 5 shooters a sudden-death shoot-out will ensue. Teams will then run through the same 5 players in the same order that they appeared during the first round. A player that is in the penalty box at the end of regulation time will be allowed to take part in the shoot-out unless serving a MAJOR PENALTY. Ejected players may not return for the shoot-out.

13. FACILITY & DRESSING ROOMS

- a) The Carleton University Control Centre will release keys to team captains but team captains must render their car keys and an exchange will be made once the game is complete and the team returns their room key.
- b) Dressing rooms will be assigned by tournament officials and these shall not be changed unless requested.
- c) Dressing rooms are to be cleared within thirty minutes after completion of each game.