



AAA Spring Challenge Tournament Rules: 2016

THE TOURNAMENT WILL BE PLAYED UNDER C.A.H.A. RULES UNLESS SPECIFIED BY THE TOURNAMENT COMMITTEE.

All divisions will be non-contact.

Mouth guards are highly recommended by the tournament committee and the coaches of each team are asked to have all their players wear them.

All Divisions - Players must wear a BNQ certified neck guards as per Hockey Canada rule 3.6 (f), NO EXCEPTIONS!!!

ALL PLAYERS IN THE TOURNAMENT MUST WEAR APPROVED* HELMETS, NECK GUARDS, AND FULL FACE MASKS

PENALTIES: MINOR – 2 MINUTES, MAJOR – 5 MINUTES, MISCONDUCT – 10 MINUTES, ALL PENALTIES ARE STOP TIME. * SEE MERCY RULE**

The Center Red Line is NOT in effect for all games.

A player can only play for one team and in only one division.

We encourage all teams to have a minimum of two goalies. In the rare occasion if team is unable with the help of the tournament committee only able to find one, then....All Non Contact divisions will be allowed ONE GOALIE, on the team BUT if a goalie is injured then the rules for goalie changing will apply or a team will have to put in a player until the goalie can change equipment with another player. No extra time will be allowed.

ALL COACHES AND MANAGERS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR PLAYERS AND PARENTS DURING THE TOURNAMENT. ANY ABUSE, RACIAL REMARKS OR UNBECOMING CONDUCT TOWARDS ANY PLAYERS, REFEREE'S, TOURNAMENT OFFICIALS OR OTHER FANS WILL RESULT IN THE PEOPLE RESPONSIBLE BEING REMOVED FROM THE ARENA FOR THE REST OF THE TOURNAMENT AND ANY PLAYER EJECTED FOR THE REST OF THE TOURNAMENT. AS WELL A FIVE-MINUTE MAJOR PENALTY WILL BE ASSESSED TO THE TEAM WITH THE ABUSIVE PEOPLE OR PLAYER RESPONSIBLE.

ALL DRESSING ROOMS WILL BE LEFT CLEAN BY THE TEAM AFTER EACH GAME. ANY ROOM FOUND TO BE LEFT DIRTY WOULD RESULT IN A FIVE-MINUTE PENALTY BEING ASSESSED AT THE START OF THE NEXT GAME.

All teams are only allowed to register and dress 20 players. The Roster you enter on your first game sheet of the tournament is Your Official Roster and once that first game you play has started, the roster is frozen and no other Players may be added.

ILLEGAL PLAYERS. Any team caught using illegal players will forfeit all wins/ties using said player(s) and all points for said games will be reduced to "0". The losing or tying team (the legal team) will be awarded a win and 2 points.

Each team is responsible for filling out all game sheets at the first game. It is highly recommended that each team have their own stickers to use for time efficiency.

NO STICK MEASUREMENTS WILL BE ALLOWED.

AUTOMATIC ICING WILL APPLY AT ALL GAMES.

ONE-30 SECOND TIME OUT PER GAME WILL BE ALLOWED TO EACH TEAM.

ALL TEAMS MUST HAVE A FIRST AID BAG ON THE BENCH AT ALL GAMES.

***** ALL TEAMS MUST CARRY A MINIMUM OF \$ 2,000,000 IN INSURANCE AND THE COMMITTEE MUST HAVE A COPY OF YOUR INSURANCE BEFORE THE START OF THE TOURNAMENT.**

ALL TEAM MANAGERS MUST CARRY TEAM PLAYER BIRTH CERTIFICATES WITH THEM AT ALL GAMES AND BE PREPARED TO HAVE THEM AVAILABLE IF REQUESTED .IF A PLAYER IDENTIFICATION IS NOT AVAILABLE WHEN REQUESTED THE TEAM WILL HAVE ONE (1) HOUR TO PROVIDE SAID IDENTIFICATION OR THE GAME WILL BE FORFEITED !!! Any use of Illegal Players or using players not registered on your first game sheet will be grounds for a forfeited game.

Illegal Players

Any team caught using Illegal players will forfeit all wins/ties using said player/s and all points for said games will be reduced to "0" point (loss) The losing or tying team will be awarded a Win and 2 points.

ALL TEAMS MUST HAVE A QUALIFIED FIRST AIDER ON THE TEAM.

****ALL GAMES WILL BE 20-20-20 STOP TIME WITH A FLOOD AFTER EVERY 2ND 2 PERIODS OF PLAY. EACH TEAM WILL BE ALLOWED A FIVE-MINUTE WARM UP FOR ALL GAMES** IT IS THE TEAMS RESPONSIBILITY TO SUPPLY THEIR OWN WARM UP PUCKS. IF AN ACCIDENT SHOULD OCCUR WHICH RESULTS IN A TIME DELAY OR AN AMBULANCE BEING CALLED THEN THE TOURNAMENT COMMITTEE WILL NOTIFY EACH COACH THAT THE CLOCK WILL BE DROPPED (IF WE CAN'T FINISH THE GAME IN REGULATION TIME) TO TWO (2) MINUTES WHEN THERE IS FIVE (5) MINUTES LEFT IN THE ALLOTTED TIME. ALL GAMES WILL BE PLAYED IN THE ALLOTTED TIME. *** ANY CHANGES WILL BE DECIDED BY THE TOURNAMENT COMMITTEE AND THEIR DECISION IS FINAL!!!**

ALL TEAMS WILL SHAKE HANDS AT THE END OF EACH GAME.

ALL HOME TEAMS MUST WEAR LIGHT COLORED JERSEY'S. IF THE TEAM DOES NOT HAVE A LIGHT COLORED JERSEY THE TOURNAMENT COMMITTEE MUST BE NOTIFIED ONE HOUR BEFORE GAME TIMES SO OTHER ARRANGEMENTS CAN BE MADE. IT IS THE HOME TEAMS RESPONSIBILITY TO MAKE SURE THIS IS DONE. IF THERE IS A DELAY IN THE STARTING OF A GAME THE HOME TEAM WILL BE ASSESSED A TWO MINUTE PENALTY FOR DELAY OF GAME. Please bring both colors.

MERCY RULE:

IF A TEAM IS LOSING BY A DIFFERENCE OF 5 GOALS AT THE START OR DURING THE THIRD PERIOD THEN STRAIGHT RUNNING TIME WILL APPLY AND ALL PENALTIES WILL BE 3 MINUTES FOR A MINOR PENALTY, 7 MINUTES FOR A MAJOR PENALTY AND 15 MINUTES FOR A MISCONDUCT. THESE PENALTIES START AT THE DROP OF THE PUCK - A TEAM THAT GETS WITHIN 4 GOALS, STOP TIME WILL RESUME.

FIGHTING:

ANY PLAYER WHO INSTIGATES A FIGHT WILL BE EJECTED FOR THE REST OF THE GAME AND THE TOURNAMENT COMMITTEE COULD IMPOSE FURTHER ACTION. ****

IF A FIGHT OCCURS ALL SKATERS MUST GO TO THEIR BENCH. GOALTENDERS MUST STAY IN THEIR CREASE. ANY PLAYER LEAVING THE BENCH WILL BE SUSPENDED FOR THE TOURNAMENT. ALL FIGHTING PENALTIES WILL BE REVIEWED BY THE TOURNAMENT COMMITTEE AND THEIR DECISION WILL BE FINAL.
CHECKING FROM BEHIND:

A PLAYER MAY RECEIVE A 2 MINUTE MINOR OR A 5 MINUTE MAJOR PENALTY FROM THE REFEREE DEPENDING ON THE SEVERITY OF THE HIT FROM BEHIND. THE PLAYER WILL ALSO SIT OUT THE REMAINDER OF THE GAME. IF A SECOND HIT FROM BEHIND OCCURS FROM THE SAME PLAYER DURING THE TOURNAMENT THAT PLAYER WILL BE SUSPENDED FOR THE REST OF THE TOURNAMENT. ** SEE REVIEW BY TOURNAMENT COMMITTEE.

STICK INFRACTIONS: THREE (3) STICK INFRACTIONS IN ONE GAME- GAME EJECTION.

OVERTIME: All tie games in round robin play out as well as Sunday playoff games will be as follows:

3 on 3 for 2 minutes

2 on 2 for 2 minute

1 on 1 for 2 minutes

(goalies can be pulled for an extra attacker at any time during the overtime)

Faceoff at center ice to start each overtime period

IF IT IS STILL TIED THEN: *Sudden death shootout*****

Example: If one player scores and the other doesn't it is over. If both score or don't score a second round of one player from each team shoots. Teams must use different players for each shot; they cannot reuse a player until all the teams' players, except the goaltender, have shot.

***** ALL MAJOR PENALTIES WILL BE REVIEWED BY THE TOURNAMENT. The tournament committee can add additional penalty over and above CAHA rules at its discretion.**

TOURNAMENT COMMITTEE AND THEIR DECISION IS FINAL

******* NO PROTESTS WILL BE HEARD *******

POINTS SYSTEM

2 POINTS FOR A WIN (no extra point for tie after regulation)

0 POINTS FOR A LOSS

TIE BREAKER SYSTEM

FIRST TIE BREAKER IS HEAD TO HEAD.

Does not apply unless all tied teams have played each other, except that if one team has played, and has defeated all of the other tied teams, then that team will then advance.

SECOND TIE BREAKER IS GOAL FOR DIVIDED BY GOALS FOR AND GOALS AGAINST.

(Wrigley Rule)

GF divided by (GF +GA). Highest decimal is the winner. The maximum number of goals for differential counted is +7, so if you beat an opponent 20 to 0, it will count as a 7 – 0 win, for goals for, and goals percentage. After 4 games Team A has a total of 24 goals for and 19 goals against. $24 \div 43 = 0.558$ (we are going to 3 decimal points)

- **THIRD TIE BREAKER least amount of goals against.**
- **FOURTH TIE BREAKER IS LEAST AMOUNT OF PENALTIES**
- **FIFTH IS FLIP OF COIN.**

IT WILL BE THE RESPONSIBILITY OF THE COACHES/MANAGERS TO GET THE INFORMATION FROM THE STATS BOARD AT THE AS TO WHERE AND WHEN THEY PLAY ON SUNDAY.

If there are ties and the outcome of the standings will not be determined until after the last game on Saturday night, coaches must have someone at the game to get the final standings and game time for Sunday from the stats board at the rink.

Please have your team ready to go at least 15 minutes prior to game time so as we can keep on schedule.

Officials are to complete all write-ups on the back of the first game sheet as required by the rules. The tournament committee will deal with all suspensions.

Each game will have 3 referees assigned - 2 to do the on ice officiating and one for the timekeepers box. In an event of an emergency/unforeseen circumstances, the ref in the box will be asked to go on ice and the home team to provide a timekeeper/scorekeeper until a replacement can be found to keep the game on time. All efforts will be made to get a replacement ref or timekeeper as soon as possible. We appreciate everyone's support and understanding in this matter.

Should a team only have ONE GOALIE on the team, if a goalie is injured, then the rules for goalie changing will apply. The team who's goalie was injured will have 5 minutes to change goalies or put a player in net until the player going in goal has changed from his player gear, to the goalie gear.

Coaches are to pick MVP for their own team following the game. MVP awards are to be handed out in the dressing room. This is so we can accommodate overtime games.

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