



# Central Canada Tournament

## February 24 - 27, 2022



# Rules (U11A - U18A)

### General

1. Tournament rules are governed by the current rules of Hockey Canada, unless noted otherwise herein.
2. Travel permits and approved rosters are to be presented to an Elks Rink Captain a minimum of 45 minutes prior to your first game.
3. All teams are asked to be ready to start their games as early as 15 minutes prior to your scheduled start time.
4. Managers/Coaches to provide roster for the game sheets, complete with player jersey numbers and coaching staff, to Elks Rink Captain at least 45 minutes prior to each game. 5 shooters, and their shooting order, must also be indicated on the game sheet. Don't forget to sign your game sheet and indicate any suspensions that are being served.
5. Players can only be rostered to one team participating in the tournament.
6. Affiliated players cannot be used to exceed number of players listed on official HNO roster. I.E. If team has 14 officially rostered players, that is the maximum number of players allowed to be dressed, including affiliates.

### Game Rules

7. Home teams will wear white uniforms and Visitors will wear dark. The Home team is designated by the team that is listed first on the schedule, or listed at the top of the game bracket.
8. U11A games will consist of two-10 minute and one-12 minute stop time periods.
9. U13A games will consist of two-12 minute periods, and one-15 minute stop time periods.
10. U15A and U18A games will consist of three-15 minute stop time periods, with a break for flood after either the first or second period depending on resurfacer schedule.
11. Warm-ups will be as follows: no warm-up for U11A; 3 mins for U13A, U15A, and U18A.
12. Running time will commence in 3<sup>rd</sup> period if there is a goal differential of 5 or more. Stop time will continue if differential drops below 5.
13. All games tied after regulation time will be decided as follows:
  - a. Round-Robin games will be decided by a shootout. Shootout will start with 5 shooters per side. If still tied after 5 shooters, the shootout will continue 1 round at a time in sudden death format. Teams will continue rotating through the same 5 shooters, in the same order until a winner is decided.



# Central Canada Tournament

February 24 - 27, 2022

## Rules (Continued U11A - U18A)



- b. Bracket (knock-out) games will be decided by a shootout. Same rules as indicated for Round-Robin games.
- c. Semi-Final games will be decided by a 5-minute overtime played 3v3. If no winner after OT, then progress to shootout. Same rules as indicated for Round-Robin games.
- d. Championship games will be decided by a 10-minute overtime played 3v3. If no winner after OT, then progress to shootout. Same rules as indicated for Round-Robin games.

During overtime changes will be made 'on the fly' only and will not be allowed during stoppages in play. Minor penalties in OT will be 1:00 minute in length and will be played as 4v3. If penalty expires without a goal, play will continue 4v4 until next stoppage in play, and will then revert back to 3v3.

14. Teams will be allowed one 60 second timeout for the following games only: Semi-Finals and Championship Games.
15. For reference, Semi-Finals are as follows: bracket games #5 and #6 for U11A, U13A, and U18A; bracket games #3 and #4 for U15A.
16. For reference, Championship Games are as follows: bracket game #7 for U11A, U13A, and U18A; bracket game #5 for U15A.
17. All rulings by on-ice officials on the game sheets will be considered final. There will be no protests.
18. No more than 5 team officials will be allowed on players' bench.

### Standings

19. Round Robin games cannot end in a tie. Points for Round Robin games will be awarded as follows: WIN = 3 pts, OT-WIN = 2 pts, OT-LOSS = 1 pt, LOSS = 0 pts.
20. If a team must withdraw from the tournament due to COVID, that team's opponents will each be awarded 2 pts for each of the games they were scheduled to play.
21. In the event of a tie for any position in the standings, at the end of the Round Robin, the following will break the tie, or decide seeding:
  - a. Most Points
  - b. Most Wins
  - c. Head-to-Head (only applicable for two-way tie)
  - d. Goal Quotient = Goals For / (Goals For + Goals Against)
  - e. Least Penalty Minutes
  - f. Coin-Toss



# Central Canada Tournament

February 24 - 27, 2022



## Rules (U9A Jamboree)

1. All Novice Jamboree games will follow HNO's half ice game play model and rules.
2. Games will be 1/2 ice, 4v4, and will be 42 minutes in length (21 mins per half) with a 2 minute intermission. Teams will be divided in half by skill, with your top half players in Zone #1, and your bottom half players in Zone #2. If there are unequal numbers on teams, players can double shift to ensure there are always 4 players on the ice. All players must take turns double shifting.
3. Both teams should discuss lineup combinations prior to the start of their games to ensure similar skilled players are competing against each other on each half of the ice surface.
4. Each team is required to dress two goaltenders, one for each 1/2 ice zone.
5. Shift length will be 90 seconds with a buzzer to indicate changes. Changes will be on the fly with the clock running continuously. When a change occurs, the players on the ice leave the puck where it is and head immediately to the bench. New players will play the puck where it lies.
6. There will be two faceoffs per game, one at the start of each half. The remainder of the game will be continuous flow. For changes of possession – puck out of play, a goal, or the goaltender freezing the puck – the attacking team will back off to their own zone, and the defending team gets possession of the puck.
7. If there is a problem with gate positioning with the half-ice boards set up, where only one gate is available for changing on one half of the ice, the bottom half game will utilize this end. If this happens, the bottom half teams will interlace players going out for the next shift to ensure line changes remain fair and that both teams have equal opportunity to gain puck possession.
8. In the event teams are short players, resulting in the need to double shift players, the players who are remaining out for the consecutive shifts are required to return to the bench to “tag up” prior to returning to play.
9. Penalties will be assessed by on ice coach by indicating an infraction has occurred with a raised arm. Possession will be given to the non-offending team. Coaches on bench to be made aware of infraction and offending player. Offending player to sit out next shift, but team is NOT to be short handed. Please use common sense when/if assessing penalties.
10. One coach from each team is required to be on ice to act as an official during play.



# Central Canada Tournament

## February 24 - 27, 2022



### Rules (U7A Jamboree)

1. Blue (4 oz) pucks will be used for all games. If a puck goes over the divider, a new puck will be given to the non-offending team to start the play.
2. Games will be 1/2 ice, 4v4, and will be 42 minutes in length (21 mins per half). Teams will be divided in half by skill, with your top half players in Zone #1, and your bottom half players in Zone #2.
3. Coaches, please do your best to match up your lines evenly with the opposing team. Lines should be played 4v4 (but can be adjusted, if needed... for example, could play 5v5). Teams please work together to make games as fair as possible.
4. Line changes will be every 90 seconds, on the buzzer. The game tie will run continuously and will not be stopped on the buzzers.
5. The game will start with a face-off. No other face-offs will be permitted. When a line change occurs, the players on the ice will leave the puck where it is, and new players will simply play the puck where it lies.
6. After a goal, the defending team will retrieve the puck out of their net and start play. The scoring team will retreat to their defensive end.
7. No goaltenders. Small nets will be used.
8. We require a minimum of 1 coach per team to be on the ice (one in each half) to officiate the gameplay. There should be a maximum of 4 coaches on the ice (1 from each team, in each 1/2 ice zone). All other coaches should be on the bench. All coaches on the ice must be wearing skates and a CSA approved helmet.