



# Central Canada Tournament

## February 23 - 26, 2023



### Rules (U11A & U18A)

#### General

1. Tournament rules will be governed by the current rules of Hockey Canada , unless noted otherwise herein.
2. Printed Travel Permits and approved Hockey Canada Rosters to be presented to Elks Rink Captain (located in tournament room) a minimum of 45 minutes prior to your first game.
3. Manager/Coaches to provide team roster for the game sheets complete with player jersey numbers and coaching staff to Elks Rink Captains 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.
4. All teams are asked to be ready to start their games as early as 15 minutes prior to your scheduled start time. There will be NO warm-ups in U11. There will be a 3-minute warm up for U18.
5. Players can only be rostered to one team participating in the tournament. A player must play minimum one (1) game on Thursday, Friday or Saturday to be eligible to play in the semi final or finals on Sunday. Games that were played by an ineligible player will be default (1-0) losses in the standings

#### Game Rules

6. 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.
7. U11A games will consist of two-10 minute and one-12-minute stop time periods.  
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.
8. 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.
9. Round Robin games tied after regulation remain tied.
10. All Bracket (knock-out) games tied after regulation will be decided by a 5-minute overtime played 3 v 3, followed by a shootout (5 shooters each). A 10-minute overtime played 3 v 3 (followed by a shootout), will be played for the following games only:
  - a. The Championship Game for U11A and U18A;

During overtime changes will be made 'on the fly' only and will not be allowed during stoppages in play. If the game is still tied after the overtime, it will immediately go to a shootout. 5 players from each team will be chosen prior to the game (noted on the game sheet). If still tied after 5 shooters, the same 5 shooters will continue in the same order again in sudden death format in each round. Minor penalties in overtime will be 1:00 minute in length and will be played as 4 vs 3. If penalty expires without a goal, play will continue 4 v 4 until next stoppage and will then revert to 3 v 3. No more than 5 team officials will be allowed on players bench.



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11. Teams will be allowed one 30 second timeout for the following games only:
  - a. The Semi-Finals and the Championship Games.
12. All rulings by on-ice officials on the game sheets will be considered final. There will be no protests.

#### Standings

1. Points for Round Robin games will be awarded as follows: Standings will be decided on point system. Win = 2; Tie = 1; Loss = 0
2. In the event of a tie for any position following the Round Robin, the following will break the tie or decide seeding:
  - a. Most Games Won
  - b. Head to Head (only applicable for two-way tie)
  - c. Goal Quotient = Goals for / (Goals for + Goals against)
  - d. Least Penalty Minutes
  - e. Coin-Toss

#### Disciplinary Rules & Regulations

3. All suspensions are determined by the rules set out by Lakehead Minor Hockey League and Thunder Bay Minor Hockey Association as governed by Hockey Northwestern Ontario.
4. Any suspension that is not fully served during the tournament will carry over to league or tournament play after the tournament.
5. A coach, manager, trainer, or carded team official receiving a game misconduct or a gross misconduct or a match penalty will be suspended for the remainder of the tournament. This suspension will also apply to a player who receives a gross misconduct or a match penalty. All suspensions will be reported to the parent association of the team in question.
6. Any abusive behaviour will not be tolerated. Abusive people will be asked to leave the rink and play will not continue until they do so.
7. All suspensions will be advised via email. Coaches are responsible to know if players have been suspended and that suspensions are served.
8. The Tournament Committee has final say in all decisions.



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# Rules

1. All U9 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 face-offs 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.

# U9A Jamboree



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# Rules

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 game play. 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.

# U7A Jamboree