



MAINLAND HOCKEY TOURNAMENT RULES

The Mainland Hockey Tournament is not sanctioned by the CHA or USA Hockey. Each team is responsible to obtain a 2 million dollar team Insurance policy for the Tournament. Proof of this Insurance must be handed in at team check in April 13, 2012. Teams without proper Insurance will not be eligible to participate. All players/parents must sign the Mainland Hockey Team Insurance Waiver. No player will be permitted to play unless this waiver is signed.

1. General: All of the CAHA & PCAHA rules shall apply except as modified below.

2. Length of Games: Games will consist of three periods. First two periods are 15-minute stop time and the 3rd period is the time remaining in the ice time, divided by 2 and adding 2 minutes. A mercy rule will be in effect whereby, if a team is leading by 6 or more goals, running time will be started in the 3rd Period until the goal differential is reduced to less than six goals.

3. Participating Teams: All teams must be registered with the tournament. All registration material must be turned in prior to the first game, including all payments and fees.

4. Team Rosters: All participating players, coaches and team officials must be listed on the tournament application. Any additions may be added prior to the start of the first game, pending approval from the tournament director. Players may not be rostered on more than one team in the tournament.

5. Proof of Age: All teams must supply proof of age for all players when requested. Please have copies of birth certificates available at all times during the Tournament. Certain situations may be considered for the allowance of an over-age player, and will be dealt with on an individual basis well in advance of the tournament.

6. Number of Players/Coaches: A total of 19 players max. (Including goaltenders) will be allowed to dress for any game. A total of 21 players maximum (including goaltenders) will be allowed on any team roster eligible to play in the tournament. A total of 4 team officials maximum will be allowed to occupy the bench during any game.

7. Frozen Rosters: All players eligible to play in the tournament must be listed on the first game sheet. This will be the prevailing document to establish eligibility for the remainder of tournament play. If a player is not present for any reason or is not dressed for this first game...ND (not dressed) shall be marked beside that name on the game sheet. All members of your Coaching Staff must also be listed on the first game sheet. If you run out of room write it on the back of the White game sheet.

8. Sportsmanship: The Mainland Hockey Tournament stresses sportsmanship. Fighting, abusive behaviour or unsportsmanlike conduct by players, coaches or parents will not be tolerated on or off the ice. Such conduct shall be grounds for disqualification from the tournament. Referees have the authority to direct the removal of any person acting in an objectionable manner, as well as the authority to end any game at any time, if they feel that continuing the game would constitute a danger to the players. The Tournament Director shall determine the outcome of any such game.

9. Damage to Rinks and other Facilities: All repair and / or replacement costs associated with any damage caused to any ice arena, hotel, or other facility shall be borne by the team(s) of the person(s)

causing such damage. Immediate arrangements for restitution must be made. Violations of this rule are cause for disqualification from the tournament.

10. Jerseys: It will be the responsibility of the home team to wear **DARK** coloured jerseys, the visiting team to wear **LIGHT** coloured jerseys. In the case of teams with only one set, mutual arrangements may be made between the two teams involved prior to the start of the game. Team officials should check on this well in advance of the scheduled start time to avoid a problem at game time. It is advisable and desired, that players also wear matching socks.

10 – 1. Jersey numbers cannot be duplicated & players must use same number for all games or we will not include player stats on the website.

11. Equipment: All players must adhere to CHA rules and regulations. All players must wear neck guards. Carded junior players must wear cages. Stick measurements will not be allowed for curvature.

12. Rescheduling of Games: No game will be altered or rescheduled, unless permission is granted by the tournament director. Failure to abide by this rule will result in forfeiture of the game and game points.

13. Game Points: 2 points for a Win 1 point for a Tie 0 points for a Loss

14. Penalties: If running time takes effect during a game, minor penalties will be 3 minutes... Major penalties will be 7 minutes. In the event that a goal differential is reduced to less than 6 goals during a major penalty with running time, the clock shall be stopped; 2 minutes shall be removed from the clock of the penalized team. Play will resume as per normal stop time procedure.

15. Forfeited Game: Any teams that win a game as a result of forfeit shall have 3 goals and 6 assists credited to the game sheet. The score shall be 3 – 0 recorded in the official stats, and such team awarded 2 points.

16. Protests: The line of protest is as follows:

1. On-Ice Officials

2. The Protest committee will consist of, the Tournament Director, Rink Coordinator on duty, and other appointed personnel. There may be no protest on playing rules, interpretation of playing rules by on-ice officials or judgement calls. A \$25.00 fee must accompany each protest. If the protest is upheld, the fee is refunded. If the protest is declined, the fee is forfeited. The protest committee will rule on all protests before the next game of either team.

17. Time Outs: A maximum of one 30 second time out, per team, will be allowed in any game. A time out may only be called during a stoppage of play.

18. Game Ejection Rule: The Referee in charge, at his discretion, has the authority to eject players or team officials without first issuing technical or misconduct calls. This rule will be enforced in cases of inappropriate behaviour or extreme misconduct.

19. Refusing to Start Play/Team Withdrawal from a Game: A warning will be given by the referee in charge, to return / or start play again. The offending team(s) will be given a maximum of 2 minutes to comply. The offending team(s) will automatically be assessed a 2 minute minor bench penalty. If after the 2 minute time allotment, the teams have not returned for further play, the game will be terminated. The Tournament Director shall determine the outcome of any such game. Offending team(s) shall lose all rights to protest or appeal any aspect of such a game. The Head Coach of any such team shall be banned from any further participation in the tournament, including attendance at other games or entrance into any Mainland rink facility.

20. Game Misconduct: A game misconduct penalty assessed at any time shall automatically require ejection of the penalized player from the game. If the Game Misconduct occurs within the last ten

minutes of the third period, such player will be suspended the following game. This rule will also apply to Coaches /Team officials.

21. Match Penalty: Match penalty assessed at any time shall automatically require ejection of the penalized player from the game and suspension for the remainder of the tournament.

22. Gross Misconduct: A Gross misconduct assessed at any time shall automatically require ejection of the penalized player or Coach. In the case of players, this infraction will carry a 3 game suspension. In the Case of Coaches /Team officials, suspension will result for the balance of the tournament.

23. Tournament Playoff Position: Playoff position will be posted within 45 minutes after completion of the last game in each division. It is the responsibility of each coach to determine if his team is in a playoff game and to verify the time and location of the game.

24. Tie after Tournament Play: If two or more teams have an equal number of points, their position in the standings shall be determined as follows

1. Most Points
2. Head to Head record (Only applicable when 2 teams are tied)
3. Most Wins
4. Best Plus/Minus
5. Fewest Goals Against
6. Team with fewest Penalty minutes
7. Coin Toss

25. Playoff Games: Teams tied at the end of regulation play in a playoff game, the over-time format is as follows:

- A. the teams shall not change ends.
- B. 2 minute rest period allowed - teams will resume play on a sudden death basis first goal wins.
- C. Over-time periods shall be a 5 minute stop time period, played 4 on 4 with goaltenders.
- D. If still tied, another 5 minute sudden death period, played 4 on 4 with goaltenders will occur.
- E. If still tied; Teams will have a Shoot-out to determine a winner.

26. Shootout Rules: Shoot out rules are as follows:

1. Home team has option of shooting 1st or 2nd
2. Both teams start with 5 players that will shoot.
3. If tied, after a second sudden death shoot-out will take place until a winner is determined .

27. Penalties during Sudden Death 4 on 4: As in regular hockey games, no team will play with less than 3 skaters on the ice. In the event of a penalty(s) the following will occur:

4 on 4:

The player will be taken away from the offending team, thus making it a 4 on 3 short handed situation. If a 2nd penalty is assessed to the same team before the 1st penalty expires, a player will be added by the non offending team, thus making it a 5 on 3 situation. When the 1st penalty expires, the penalized player may go directly onto the ice from the penalty box. At the 1st stoppage of play thereafter, both teams will

remove 1 player each to again return to a 4 on 3 situations.

ADDITIONAL RULES

- **All teams must have a qualified first aid attendant**
- **The customary handshake will take place at the completion of a game, the teams will line up on their blue line for Awards presentation.**
- **The Visitor team will leave the ice first, at the completion of the awards presentation.**
- **Fighting: Any player who instigates a fight will be ejected for the remainder of the game. The Tournament Directors may impose further action.**
- **If a fight occurs, all skaters must go to their bench. Goaltenders must stay in their crease. Any player who leaves their bench during a fight will be suspended for the remainder of the tournament. The Tournament Directors will review all fighting penalties.**
- **It is recommended that ALL players in Contact Divisions wear mouth guards.**
- **Teams cross out players or mark as ND (not dressed) who are not playing in each game.**
- **Referees will count each team bench to make the roster matches.**
- **All teams must have roster stickers or print legibly on the score sheet for all games including playoffs**