



2019 Alberta Champions Cup

Tournament Rules & Regulations

TOURNAMENT RULES & REGULATIONS



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TOURNAMENT RULES & REGULATIONS



1. RULES:

The tournament will be played under the Hockey Canada rules unless otherwise specified by the Tournament Committee and can be viewed at www.hockeycanada.ca or downloaded as an app on your smart phone. Due to the nature and duration of Tournaments, there can be situations or circumstances where the Tournament Committee reserves the right to adhere to and/or not adhere to Hockey Canada rules, which is done based on the best interest of the Tournament and for all those involved. Each situation will be evaluated and ruled upon by the Tournament Committee on a case by case basis. All rulings from the Tournament Committee are final.

2. CONTACT:

Full contact divisions will be 2004, 2005 & 2006.

Non-contact divisions will be 2007, 2008, 2009, 2010, 2011, 2012 and all female divisions.

3. EQUIPMENT:

a) Jerseys:

All home teams must wear light colored jerseys. If the team does not have light colored jerseys, the Tournament Committee must be notified one (1) hour before the game time so other arrangements with the opposing team can be made. It is the home team's responsibility to make sure this is done. If there is a delay in the starting of the game, the home team will be assessed two (2) minute penalty for delay of game.

b) Mouth Guards:

Mouth guards are highly recommended by the Tournament Committee and the coaches of each team are asked to have all their players wear them, but are not mandatory.

c) Neck Guards:

All division – Players must wear neck guards, no exceptions! All players in the tournament are also required to wear approved helmets, neck guards and full face mask. These neck guards MUST be BNQ certified as per Hockey Canada rule 3.6 (F). Referees are to follow this rule as per the wording strictly.

d) Stick Measurement:

No stick measurements will be allowed.

e) Skate Sharpening:

Skate sharpening equipment is not allowed in any dressing rooms.

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4. TEAM & ROSTER

a) Roster Size:

All teams are only allowed to register and dress **nineteen (19) players**. The roster entered on the first game sheet of the tournament is the official roster for the rest of the tournament, and once the first game has started, the roster is frozen and no other players may be added. If any of the nineteen (19) registered players are not able to be present for the first game, then it is the teams' responsibility to ensure the absent players name is included on the first game sheet.

b) Goalies:

Should a team only have ONE GOALIE on the team, and the goalie gets injured, then the rules for goalie changing will apply as follows. The team whose goalie was injured will have to put an additional skater on the ice (as a player or in net) until the player going in goal has changed from his player gear to the goalie gear.

A player can only play for one team and cannot be on two or more rosters.

c) Overage Players:

Unless extenuating circumstances have been presented to the Tournament Committee for approval prior to the tournament start, overage players are not allowed. If you require overage player(s) please refer to the **Overage Player Request Form document**.

d) Underage Players:

Underage players are permitted

e) Ineligible and/or Illegal Players:

Any team caught using ineligible and/or illegal players will forfeit **all** wins and ties amassed while using said player(s) and all points for said games will be reduced to "0". The losing team (the legal team) will be awarded a one (1) to zero (0) win be rewarded with two (2) points. Further, the coach and/or coaching staff of a team that is caught knowingly or unknowingly using an ineligible and/or illegal player(s) could be subject to suspension as per the **Suspension Guidelines document**.

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5. TEAM ADMINISTRATION & MANAGEMENT

a) Insurance:

All teams must carry a minimum of \$2,000,000 insurance and the Tournament Committee must have a copy of the insurance at least one week prior to the start of the tournament. Please send to accinfo@chanceconsulting.ca

b) Birth Certificates / Passport Copies:

All teams' managers and/or coach must provide a copy or scan of all roster players' birth certificates/passport with the Arena Coordinator of your first game. Please go directly to the welcome desk and let the Arena Coordinator check the dates. You do not have to leave the certificates/passports with our staff. Any use of players that did not provide a copy of their birth certificates will be considered illegal players and will be grounds for forfeiting the game.

c) Game Sheets:

Each team is responsible for filling out the game sheet at least ½ hour prior to each game. It is mandatory for each team to bring 4 roster stickers per game to be used for time efficiency. Game sheets are to be filled out at the registration table. Coaches can pick up their copies of the game sheets after each game from the registration table.

d) Team Hotel:

If you aren't a local team, you must provide us with the name of the hotel you are staying with. It is mandatory for all teams to stay with one of our partner hotels. Please provide this info upon registration or to accinfo@chanceconsulting.ca

e) Dressing Room:

All dressing rooms will be left clean by the team after each game. Any room found to be left dirty will result in a five-minute penalty being assessed at the start of the next game. The Arena Coordinator shall be informed and make sure that the penalties will be applied to that teams' next game. Damages to dressing rooms or other Arena properties are not acceptable. Any damage to a dressing room, that team's Manager and Head Coach will be held responsible for the cost of the damage. All players must be supervised by a Team Official when in the dressing rooms.

f) Team Conduct:

Coaches and/or Managers are responsible for the conduct for the players and parents during the tournament. Any abuse, racial remarks, or unbecoming conduct towards any players, referees, tournament staff & committee members or other fans will result in the person(s) responsible being removed from the arena for the rest of the tournament. Also, a five (5) minute major penalty will be assessed to the team with the abusive person(s) or player responsible. Please have your team ready to go at least 10 minutes prior to the game so that schedules can be accurately kept.

g) Most Valuable Player:

Both Coaches are to pick the Most Valuable Player (MVP) for their own team following the game and can be awarded in the change room. MVP award will be given to the teams' managers when they sign in on Friday.

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6. COMPETITION

a) Game Time:

All games will be **20 – 20 – 18** stop time with one flood per game. Each game will start with a five (5) minute warm up. The Tournament will be supplying warm up pucks that must be returned to the timekeeper after **each** warm up.

b) Delayed or Late Games:

If the game is running behind or if an accident should occur, which results in a time delay, 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 remaining 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.

c) Mercy:

If a team is losing by a difference of six (6) goals at the start or during the second period then straight running time will apply and all penalties will be three (3) minutes for a minor penalty, seven (7) minutes for a major penalty and then (10) for a misconduct.

These penalties start at the drop of the puck. If the losing team gets within six (6) goals, stop time will resume and penalties will go back to normal times. Should straight time end on a goal the penalties will not be reduced in time. For example: Team A is winning by 6 goals resulting in run time. Team B takes a minor penalty resulting in a 3-minute penalty. Team B scores shorthanded resulting in stop time to recommence. The remaining power play time does not get reduced whether there's 1 second left or 2 minutes and 59 seconds left. The same would apply to a 2-minute minor penalty assessed during stop time and a goal being scored resulting in run time. No additional time would be added. This applies to major penalties as well.

d) Overtime:

All ties in round robin play will remain a tie. Overtime will occur for the Sunday playoff games only. Overtime will be a five-minute stop time sudden death period in which both teams are playing at full strength (penalties in regulation time will carry over into overtime). If the game is still tied, each team will select 5 shooters and players will take one shot on an alternating basis between two teams. The team with the most goals wins. If still tied, this process will repeat on a sudden death basis using five new players by the coaches until a winner is declared. Every player on the roster must shoot before a player can be used again.

e) Timeout:

One thirty (30) second timeout per game will be allowed to each team but must adhere to rule 10.1 7 (F) of the Hockey Canada Rule Book. Overtime will occur only in semi-finals and final games.

f) Icing:

Automatic Icing will apply at all games

g) Penalties:

Minor penalty: 2 Minutes	Misconduct: 10 Minutes
Major penalty: 5 Minutes	

All penalties are stop time – see Section 6c “Mercy Rule”

All Major penalties will be reviewed by the Tournament Committee and the decision is final. No protests will be heard. Officials are to complete all write-ups on the back of the first game sheet as required by the rules. All suspensions will be dealt with by the Tournament Committee. Should a player receive the combination of either, 2 Game misconducts, Gross misconducts, and/or Match penalties during the course of the tournament that player shall be ejected from the remainder of the tournament. Any coach or manager who receives a Game Misconduct under rules 9.2 (A), 9.2 (B2),

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for harassment of the officials, or a Gross Misconduct, shall be suspended for the remainder of the tournament. No exceptions, no appeals. Coaches and managers are expected to treat the officials with the utmost respect. Any issues with the officials can be brought to the attention of the tournament committee after a minimum 6-hour cooling period.

h) Checking:

Checking will be allowed in the **2006 and older** age groups. All other divisions, including female divisions, will be non-contact.

i) Stick Infractions:

Three (3) stick infractions in one game is an immediate game ejection. The stick penalties are high sticking, slashing, cross checking, spearing and butt-ending.

j) Fighting:

Any players who instigate a fight will be ejected for the rest of the game and further action could be imposed by the Tournament Committee.

If a fight occurs, all skaters must go to their bench. Goaltenders must stay in their crease unless it is unsafe to do so at which point the goaltender must clear the area. Any player/coach leaving the bench to participate in or become involved with a fight will be suspended for the tournament. All fighting penalties will be reviewed by the Tournament Committee and their decision will be final.

7. POINTS & TIE BREAKER SYSTEM

a) Point System:

2 Points for a Win | 1 Point for a Tie | 0 Points for a Loss

b) Goal Differential:

The maximum goal differential (Goals For – Goals Against) in a single game is seven (7). All goals against are recorded.

- Example 1: Team A beats Team B ten (10) to zero (0). For tiebreaking purposes, Team A would receive seven (7) goals for and zero (0) goals against, while Team B would receive zero (0) goals for and ten (10) goals against.
- Example 2: Team A beats Team B ten (10) to two (2). For tiebreaking purposes, Team A would receive nine (9) goals for and two (2) goals against, while Team B would receive two (2) goals for and ten (10) goals against.

c) Tiebreaker – Two (2) or more Teams.

Each time a tie between any of the Teams is broken the tiebreaking system will reset & repeat for the remaining tied teams. See *Section 10* for tiebreaking definitions.

	Description
Tiebreaker #1	Head-to-Head / Head-to-Group (if more than two tied teams)
Tiebreaker #2	Highest Goal Differential (rule 7b applies) <i>Calculated as: Goals For – Goals Against = Goal Differential</i>
Tiebreaker #3	Highest Goal Decimal (rule 7b applies) <i>Calculated as: Goals For / (Goals For + Goals Against) = Goal Decimal</i>
Tiebreaker #4	Least Amount of Penalties (all minutes count)
Tiebreaker #5	Flip of a Coin (<i>team managers will be called prior to the flip taking place</i>)

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8. SCHEDULE & PLAYOFFS

It will be the responsibility of the coaches and/or managers to get the information from the stats board at the arena and/or tournament website as to where and when they play on Sunday for playoff games.

If there are ties and the outcome of the standing will not be determined until after the last game on Saturday (for all divisions), coaches and/or managers must check the website regarding the tie breakers and game time for playoff games on Sunday.

Please do not call the Tournament Committee, as everyone is doing their best to get the games up as soon as possible. We thank you for your assistance and patience during these busy tournament times.

Game time for all Games will be **20 – 20 – 18 minutes**.

9. GENERAL RULES

- a) Please visit our website or refer to the **Suspension Guidelines document**.
- b) Any actions by a team that is not covered under the rules of Hockey Canada but if interpreted as disrespectful to the opposing team, referees or arena coordinators will be either be disqualified for that game or disqualified in the tournament as determined by the Tournament Organizing Committee.
- c) Protests of any kind will not be accepted by the Tournament Committee, protests will result in the teams' expulsion from the tournament.
- d) Any team officials, game official or staff under the influence of alcohol will not be permitted on the bench or on the ice.
- e) The Tournament Committee has the right to overrule any of the rules outlined above.

10. Definitions

- **Head-to-Head (HTH):** Is a two-team tiebreaker that rank each team by the number of wins against the other team involved in the tie. To calculate the HTH tiebreaker, total the number of wins each team has against the other team involved in the tie. The team that has beaten the other team the most is the winner. If the tied teams played each other more than once then the team that has won more games against the other tied team wins.
- **Head-to-Group (HTG):** Is a tiebreaker for three or more teams, which follows the same process as HTH, except all teams involved in the tie must have played each other at least once.

Please contact our head office for any further questions
accinfo@chanceconsulting.ca