

DRUMMONDVILLE INTERNATIONAL MIDGET
HOCKEY TOURNAMENT 2019

RULES AND REGULATIONS

1 ° SANCTION:

This tournament is sanctioned by Hockey Canada as an International Tournament. Hockey Quebec rules shall apply to the exceptions of:

- a) Following situations, events, circumstances or other, and which are beyond control of the Organizing Committee, it may, at any time, change the schedule.
- b) If by error or some situations or circumstances whether there was error in the regulations, the Organizing Committee may modify them at any time.

Also, if an interpretation of the regulations is confusing for any reasons whatsoever, the interpretation of the Organizing Committee will prevail over all others.

- In these two cases, the decision of the Organizing Committee is final and without appeal.
- c) Uncontrollable circumstances or situation and accepted by the Organizing Committee, any team will have to get at least one (1) hour before its game to avoid any delay in the schedule. If a team is not on the ice rink ten (10) minutes after the game is scheduled, they might have to forfeit depending on the reason for delay; the decision of the representatives of the tournament will be without appeal.
- d) At all times, the tournament Chairman, his replacement, the tournament vice-president or the referee may stop a game if he considers that the participants safety is at stake.
- e) Teams will have a maximum of forty-five (45) minutes to leave the dressing room after the game.
- f) **Team jerseys:** the **Home** team will wear its dark sweaters and the **Away** team will wear its pale sweaters.

- g) **Categories A, B, AA, BB and school:** If a team has a single set of sweaters and the other team has two, we will ask the team with two sets to change. In case where the sweaters of the two opposing teams do not contrast, **home team** will have to change. If necessary, a set of jerseys will be then provided by the tournament. However, it is strongly suggested that you have in your possession a second set of different color jerseys.

- h) Teams must be ready fifteen (15) minutes prior to game time.

- i) Player of the game will be awarded to both teams at the end of the game.

2 ° ROSTERS:

- a) Minimum players required; see section 8.2.1 p. 73 Hockey Quebec rules book.

- b) Maximum players; see section 8.2.2 p. 73 Hockey Quebec rules book.

3 ° SCORE SHEET:

Before each game, any player and coaching staff members behind the bench must sign the official team roster sheet prior to each game.

The signatures are verified by tournament registrar using the documentation provided by the team manager. See sections 10.6.6 p. 97-98, Hockey Quebec rules book.

4 ° GAME RULES:

Hockey Quebec regulations are added or specify the Hockey Canada regulations as well as those listed below and all apply.

- a) Before each game, each player, coach, worker health and safety and manager must sign the official form of the Tournament.

- b) For some, a maximum of nineteen (19) uniformed players in classes "A", "B", "BB", "AA" and twenty (20) in the school or including goalkeepers with their full equipment. 5.6.6, page 55 of Hockey Quebec rule, which states that no affiliate player can take part in the game if the team aligns all their regular players appearing on the registration of team members is in effect in all classes.

- c) FAIR PLAY in force in all classes.
- d) The quick play setting is in effect in all classes.
- e) Class "A", "B", "BB", "AA", and "school" see administrative sections 8.5.6 Articles 2018-2019 season table of penalties and free-form game section 8.7 of Hockey Québec pages 82 and following.
- f) To determine the visiting team and receives at the beginning of the tournament, a draw was conducted by the tournament organizing committee, and in all classes **CATEGORIES 'A', 'B', 'BB', 'AA' and 'school'** see sections 8.5.6 and 8.7 p.82 Hockey Quebec rule book.

5 ° GAME LENGTH:

- a) All games will be two (2) periods of twelve (12) minutes stop time and a period of fifteen (15) minutes stop time. Win-Lose format.
- b) If a difference of seven (7) goals or more exist at any time at the end of the second period (complete), the game will end immediately. This Regulation shall not apply to the final of each category and round-robin games.
- c) Final games and round-robin games, a difference of **seven (7) goals after the second period, game will continue, running time will commence.** The punition are «stop time» no time out will be when running time.
- d) Pre-game warm-ups will be three (3) minutes. Teams must be prepared to start games 15 minutes early.
- e) Flooding will be done after **two (2) periods unless major problem occurs during the game. The tournament official takes full responsibility for flood times.** Teams will be warned before the game.
- f) A team that forfeits a game **loses its "Franc jeu" point.**
- g) Each team is permitted one 30 second time-out per game.
- h) **There are games scheduled during school hours.**

6° OVERTIME REGULATIONS AND TIEBREAKER

a) **ROUND-ROBIN:**

No overtime in the round-robin format.

b) **TIE BREAKING:**

If a tie occurs between teams, all teams involved in the tie are subject to the following criteria until such time as the team to be placed first amongst tied teams is determined:

Once the position of the first team has been determined in the standings, the procedure must be repeated from Step "A" to determine further tie situations. Administrative section 10.8 article hockey Quebec p. 99.

Standings are determined in accordance with the following criteria:

- A. The highest number of wins;
- B. The least number of losses;
- C. The result of game(s) between the teams involved;

Note 1: Applies only to teams having played each other within the same section.

D. The best differential: Total of "Goals For" less total of "Goals Against" using all games played;

Note 2: Should a team not appear for a game, the number of "Goals For" and "Goals Against" in games played by other teams against such absent team shall not be included in the computation.

E. The team having accumulated the most "Franc Jeu" points;

F. The team having scored the fastest goal in all games played;

G. Lottery such as "Flip of the coin".

Note 3: In cases where a team has not showed up for a game, all games played against such team by other teams will not be taken into account.

c) **OVERTIME REGULATIONS:**

1. Overtime Periods

When the score is tied after the three (3) regulation periods and "Franc Jeu" regulations have been applied and where games have to be completed (**winner must be declared**), an overtime period shall be played as follows:

(a). A single five-minute (5) stopped-time period with line-ups limited to 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of "Franc Jeu" regulations. The first (1st) goal legally scored ends the game. (Article 10.7.1)

(b). If the tie persists after this five (5) minute overtime period, the "shoot-out" procedure shall apply as described in Article 10.7.2.

During semi-final and final games of any Hockey Quebec sanctioned tournament, should the score be tied after regulation time after “Franc Jeu” points have been tallied, there shall be overtime as follows:

(c). There shall be a single overtime period lasting 10 minutes with stopped time. A line-up of 4 skaters and 1 goalkeeper will be used by each team except when penalties must be served in accordance with playing rules or for the application of “Franc Jeu” regulations. The first goal legally scored ends the game;

(d). Should the score remain tied after such overtime period, the shootout procedure described in Regulation 10.7.2 shall be used.

7 ° CATEGORIES FORMAT AND CHAMPIONSHIPS GAMES:

a) AA: 21 teams

Seven (7) groups of three (3) teams, first position of each group will move directly to the next round waiting for 3rd vs 2nd position winners.

b) BB: 18 teams

Six (6) groups of three (3) teams, first position of each group will move directly to the next round waiting for 3rd vs 2nd position winners.

c) A: 33 teams

Eleven (11) groups of three (3) teams, first position of each group will move directly to the next round waiting for 3rd vs 2nd position winners.

d) B: 39 teams

Thirteen (13) groups of three (3) teams, first position of each group will move directly to the next round waiting for 3rd vs 2nd position winners.

e) School: 8 teams

Two (2) groups of four (4) teams, first position of each group will move directly to the next round waiting for 3rd vs 2nd position winners and the 4th position will be eliminated.

GOOD LUCK ALL THE TEAMS!