

# DRUMMONDVILLE INTERNATIONAL MIDGET HOCKEY TOURNAMENT 2020

## **RULES AND REGULATIONS**

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### **1 ° SANCTION:**

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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.

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## 2 ° ROSTERS:

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a) Minimum players required; see section 7.2.1 p. 69 Hockey Quebec rules book.

b) Maximum players; see section 7.2.2 p. 69 Hockey Quebec rules book.

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## 3 ° SCORE SHEET:

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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 9.6.6 p. 92, Hockey Quebec rules book.

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## 4 ° GAME RULES:

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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 53 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) Class "A", "B", "BB", "AA", and "school" see administrative sections 7.5.6 Articles 2019-2020 season table of penalties and free-form game section 7.7 of Hockey Québec pages 74 and following.
- e) 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.

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#### 5 ° GAME LENGTH:

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- 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.
- c) Final 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.**

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#### 6° OVERTIME REGULATIONS AND TIEBREAKER

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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 9.8 article hockey Quebec p. 93.

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 9.7.1)

**(b).** If the tie persists after this five (5) minute overtime period, the "shoot-out" procedure shall apply as described in Article 9.7.2.

**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 9.7.2 shall be used.

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## 7 ° CATEGORIES FORMAT AND CHAMPIONSHIPS GAMES:

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**a) AA: 14 teams**

Two (2) groups of three (3) teams and two (2) group of four (4) teams, first position of each group will move directly to the next round waiting for 3<sup>rd</sup> vs 2<sup>nd</sup> position winners. The fourth position will be eliminated.

**b) BB: 15 teams**

Cinq (5) groups of three (3) teams, first position of each group will move directly to the next round waiting for 3<sup>rd</sup> vs 2<sup>nd</sup> position winners.

**c) A: 27 teams**

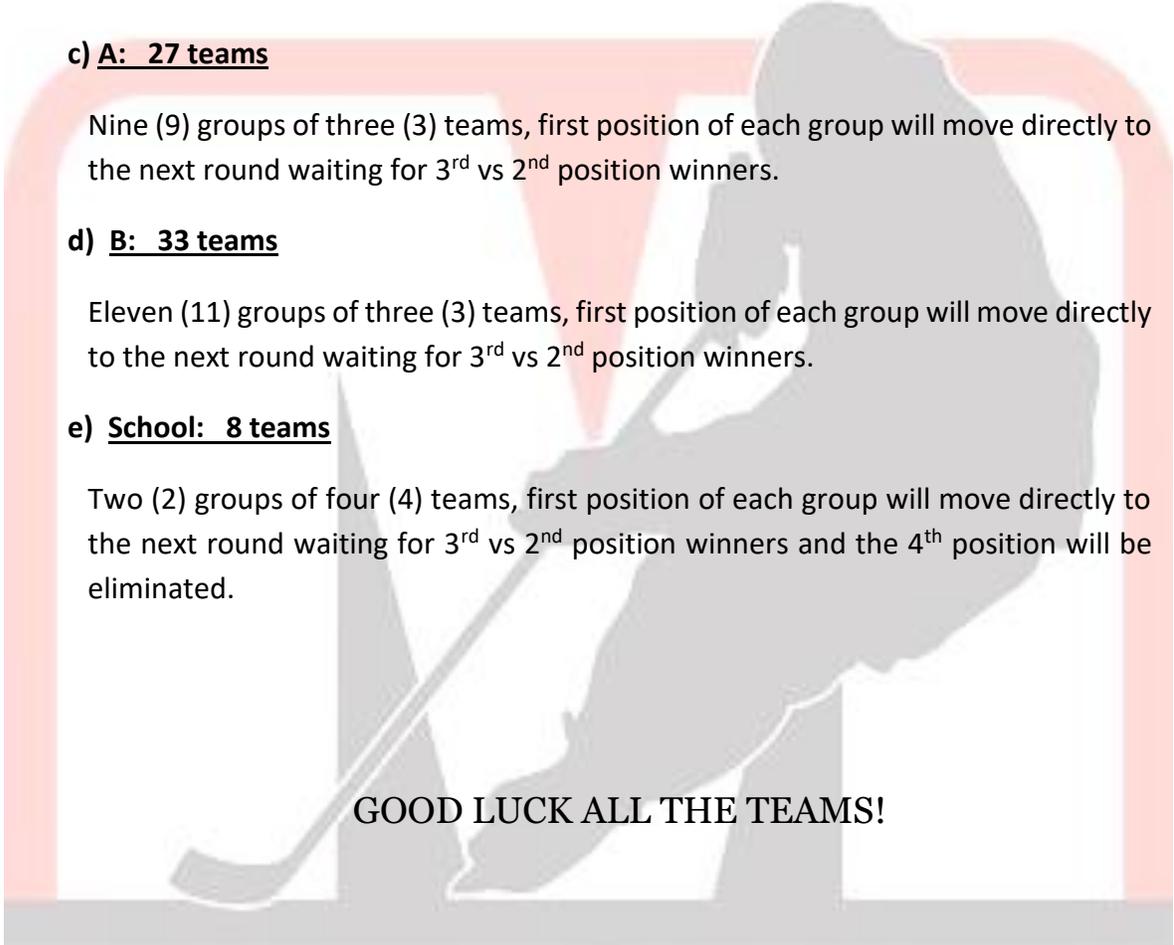
Nine (9) groups of three (3) teams, first position of each group will move directly to the next round waiting for 3<sup>rd</sup> vs 2<sup>nd</sup> position winners.

**d) B: 33 teams**

Eleven (11) groups of three (3) teams, first position of each group will move directly to the next round waiting for 3<sup>rd</sup> vs 2<sup>nd</sup> 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 3<sup>rd</sup> vs 2<sup>nd</sup> position winners and the 4<sup>th</sup> position will be eliminated.



**GOOD LUCK ALL THE TEAMS!**