



Northshore Hockey Development.

3rd Annual

Northshore Challenge Cup

April 25th, 26th, 27th 2008

OFFICIAL RULES AND REGULATIONS

All rules are CHA unless listed below.

ELIGIBLE PLAYERS

A team may list and use up to twenty (20) players for each game, which may include two goaltenders. Players **MUST** play at least one preliminary round game in order to be eligible to play in any playoff round games. Players may play up an age group, but may not play down. Birth Certificates (or photocopy) are to be available upon request.

A player may only play for one team during the tournament.

PROCEDURES

All teams must be prepared to play 15 minutes prior to the scheduled game time. Excessive lateness without a legitimate excuse will forfeit the game to the opposing team.

Dressing Room locations will be assigned and posted at the arena.

Note: Spectators are asked to *not* attend the change area or dressing rooms. It is the duty of the team's manager to communicate and respect this rule at all times. Where applicable, a female dressing room will be provided. Please notify the tournament convenor upon your arrival if a separate dressing room is required.

FORMAT

Novice/Atom/Peewee

Each game will consist of three (15) minute stop time periods (15-15-15).

Bantam/Midget

Each game will consist of three (17) minute stop time periods (17-17-17).

There will be a flood between the 2nd and 3rd period of EVERY game.

OVERTIME

No overtime will be played in the preliminary round.

Quarter Final, Semi-Final and Championship games will use a five (5) minute sudden victory period with four (4) players per team. If still tied an additional five (5) minute sudden victory period will be played with three (3) players per team. The 3 on 3 format will continue with five (5) minute sudden victory periods until a winner is determined. There will be **NO FLOOD** between overtime periods.

A team's standing in the preliminary round will be determined by the total points accumulated. There will be two (2) points awarded for a win and one (1) point awarded for a tie. No points will be awarded for a loss.

TIE BREAKER

In the event that teams are tied in points for a play-off position, the following procedure will apply:

- a) The result of a preliminary round game involving the tied teams will apply (head to head). The winner of the preliminary round game between those teams will advance. If three or more teams are tied at the end of the preliminary round, a) does not apply, please see b).
- b) If three or more teams are tied at the end of the preliminary round, then the team with the best goal average would qualify. The goal average of a team is determined by adding the goals for and goals against and dividing the total into the number of goals for. The teams will be ranked in the standings with the team with the highest goal average securing the higher position in the standings.
- c) If the teams are still tied after a) & b), then the team with the least amount of goals against will advance.
- d) If the teams are still tied after a), b) and c), then the team with the higher goals for will advance.
- e) If the teams are still tied after a), b), c) and d), then the team that received the least penalty minutes throughout the preliminary round will advance.
- f) If the teams are still tied after all previous methods have been applied, then the winner will be decided by a single coin toss. The team determined to have traveled the farthest distance will have the 'call' on the coin toss.

One thirty (30) second time-out is permitted in championship games only.

MAJOR PENALTIES

Major penalties (Including fighting) in the 1st & 2nd period will constitute expulsion from that game. Major penalties (including fighting) in the 3rd period carry an ADDITIONAL game suspension in the tournament. ANY second Fighting/Major penalty (regardless of period) in the tournament will carry an automatic ejection from the tournament and the team's Head Coach will serve an additional one game suspension in the tournament.

MINOR PENALTIES (WITH A GAME EJECTION)

Minor penalties (Including a game ejection) will constitute expulsion from that game only. A player assessed a minor penalty with a game ejection (regardless of period) will be permitted to play in his team's next tournament game.

STARTING LINEUP RULES

The Starting lineup rule will be waived for all games in this tournament.

GOAL DIFFERENTIAL

In the event of a five (5) or more goal differential at any time in the third (3rd) period, the clock will revert to 'running time'. Stop time will resume when a goal differential of less than five (5) is secured. Minor Penalties incurred during running time will be three (3) minutes in duration. If at the beginning or at any time during the third period a **10 goal differential exists, the game shall be declared completed and the winning team will be awarded two (2) points.**

TEAM COLOURS

Teams are asked to bring two sets of sweaters - one dark and one light. The home team designated will wear the light colour. In the event of conflicting colours, the home team designated will be responsible for changing sweaters.

EQUIPMENT

Approved neck protectors are mandatory for all participants as per CHA rules.

CAS approval is NOT required on equipment.

Mouthguards are NOT mandatory.

The stick curvature rule does not apply.

PROTESTS**ALL REFEREE RULINGS ARE FINAL.**

The tournament committee does not schedule the referees. Alterations to the referee schedule cannot be made.

NO PARENT will be allowed a protest of any kind. ALL PROTESTS are to be from team officials only.

Any protests must be submitted in writing to the Tournament Protest Committee within one hour of the completion of the game in question. All Tournament Protest Committee rulings will be final.