



**LIFE IS SHORT. PLAY HOCKEY.**  
**The Sue Deacon Cup**



In support of  
Ovarian Cancer Canada

# Official Tournament Rules

## **Length of Games**

Warm-up: 3 minutes running time  
1<sup>st</sup> Period: 13 minutes running time  
2<sup>nd</sup> Period: 13 minutes running time  
3<sup>rd</sup> Period: 13 minutes running time  
last 2 minutes stop time if spread of 3 goals or less

No overtime or time outs during round robin games

Each team will be allowed one 30 second time out in Championship game only.

## **Equipment**

All equipment worn must be fully approved by the CSA or equivalent. Helmets must be worn at all times by forwards and defenders. Goaltenders must wear a CSA approved mask with protection at the back of the head or s/he will not be allowed to play. **THE USE OF FACE SHEILDS IS STRONGLY RECOMMENDED FOR ALL PLAYERS.**

## **Slapshot**

Full slapshot is legal.

## **Penalties**

Minor penalty: 2 minutes  
Major penalty: 5 minutes  
Misconduct: 10 minutes  
Game Misconduct: out of that game only  
Match or Gross Misconduct: team serves 5 minutes shorthanded plus guilty player receives tournament expulsion

**ANY PLAYER WHO RECEIVES 3 PENALTIES IN THE SAME GAME SHALL RECEIVE A GAME MISCONDUCT FOR THAT GAME ONLY**

## **Description of Penalties**

**No Body Checking Allowed:** A player making body contact shall be assessed a minimum of a minor penalty. A Checking from Behind penalty is a 5-minute major plus a game misconduct and the next game.

**Coincidental Penalties:** Teams will play 5 on 5 (skaters) in the event of minor or major coincidental penalties.

**Minor Penalty:** All penalties will be enforced according to CHA hockey rules; i.e. tripping, holding, hooking, too many players on the ice, etc. Penalty shots will be awarded if a defender clearly trips or illegally stops another player on a break-away from behind or if a defender closes her/his hand on the puck in own crease.

**Fighting Penalty:** Any player involved in a fight will receive a 5 minute stop time penalty, game misconduct plus expulsion from the tournament.

**Major Penalty:** Serious infractions – any player who receives a major penalty will receive a 5 minute stop time penalty and game misconduct.

**Match Penalty:** Intent to injure by way of checking from behind, spearing, high-sticking, kicking, butt-ending, slashing, crosschecking, spitting or any other method or punching/hitting an official will result in a 5 minute penalty plus the player will receive a game misconduct and tournament expulsion.

**10-Minute Misconduct:** Will be given to players/coaches who verbally abuse the referees. If a player continues he will be given a game misconduct.

## **RULES OF THE GAME**

Icing: An automatic icing rule shall be in effect. Should any player of a team, equal or superior in numerical strength, shoot the puck from within their own defensive zone (inside their own blue line), to beyond the goal line of the opposing team, play shall be automatically stopped. Please note, this definition is unique to the smaller Bill Bolton ice surface, as the puck must cross both blue lines in order to be called icing (not just the red line and one blue line.)

Only the captain can discuss a controversial situation with the referee during the game. Captains and assistant captains must be clearly identified.

Only players on the Official Team Roster are eligible to play in the tournament.

No players will be added to the roster once the tournament begins. In order for a player to participate in a championship gold/silver game, he must have already played in at least two other tournament games, unless an injury during the tournament play prevented him from participating. In this case, if a player was injured during the 1<sup>st</sup> or 2<sup>nd</sup> game, he could participate in a championship game.

### **Declaration of Standings**

1. Head-to-head competition – if two teams are tied in the final standings, the team who beat the other team during regular tournament play will place higher in the standings.
2. If two or more teams are still tied then the team with the highest goals for and goals against difference will place higher in the standings. Maximum spread per game is +7 or -7 (10 to 1 score = +7 for the winning team and -7 for the losing team).
3. In the event of two or more teams are tied and their goals for and against difference is equal the team with the least amount of penalty minutes will place higher.
4. In the event of two or more teams are still tied and their goals for and against difference is equal the team with the least amount of penalty minutes will place higher.
5. If two teams are still tied and their head-to-head competition resulted in a 0-0 tie and the goals for and against difference is the same then the team who had first shot on net will place higher.

Note: Should a team not show up for their scheduled game the scheduled opposing team will automatically be awarded a 3-0 win. Any team that does not show up for any game in the tournament will not be allowed to participate in championship games and risk the possibility of not being accepted in the future.

### **Sudden Death - Championship Game Only**

- In the event of a tie, in the championship game only, there will be a sudden death overtime period of 5 minutes in length 4 vs 4 skaters. The first 4 minutes will be running time and the last minute stop time.
- If the game is still tied there will be a shoot-out. Each team will designate three shooters to take one shot each. Home team will have the choice to shoot first or last. A player who has already shot may not shoot again.
- If the shoot-out is still tied after the above then each team will designate another shooter until a winner is declared. A player who has already shot, including someone who has already taken a shot (s) may shoot again.

Note: During overtime teams can only change on the fly.

ALL penalties in overtime will be a penalty shot, excluding coincidentals.

ALL penalties will be carried over into overtime.

### **ARENA AND INFORMATION**

Bill Bolton Arena is located in a residential area. Please be considerate of the neighbourhood residents! Ensure your car is parked legally!

Alcohol - PLEASE REMIND YOUR PLAYERS ASAP (not to bring it) **Alcohol is prohibited in and around the arena.** Any team found with alcohol in the dressing room will be suspended from the tournament with no refund of fees. There are several licensed establishments in the area

for you to enjoy, with Mayday Malones only a few steps away on Bathurst Street. Your cooperation is appreciated. Arena staff have been instructed by arena management to report any alcohol consumption.

**Wilful Damage:** Any damage to arena property will be prosecuted accordingly. Until resolved to the satisfaction of the arena management, teams causing damage will be suspended from further league play.

**Personal Property:** The Sue Deacon Cup and Bill Bolton Arena accept no responsibility for personal property lost or stolen. Team reps should ensure the dressing rooms are locked prior to game play. Keys can be picked up from arena staff by leaving a deposit (a set of personal keys).

**TOURNAMENT COMMITTEE RESERVES THE RIGHT TO CHANGE THE RULES AT ANY TIME**