

2023 MONTREAL ADULT HOCKEY CLASSIC–Hockey & General Rulings (ARJ SPORTS)

HOCKEY RULINGS

1. The rules of play in effect are those of Hockey Canada.
2. 3 games minimum in the preliminary round.
3. The duration of the warm-up period will be '2- minutes' continuous time. Teams must provide their own pucks.
4. No checking, no slap shots/slapshots (except for classes MEN B & C), and no players under the age of 18 for all classes. It should be noted that a team with an ineligible player will lose their match by default and the person concerned will be expelled for the duration of the tournament.
5. With a difference of 5 goals from the 10th minute of the 2nd period, the time will be continuous until the difference is reduced to 3 goals. If there is a difference of 7 goals, the game will end automatically.
6. PENALTIES: MINOR Penalty - 2 minutes; MAJOR Penalty - 4 minutes.
1. GAME MISCONDUCT - Player will be ejected for the remainder of that game plus the team's next one; PENALTY for FIGHTING: Anyone involved in a fight ON or OFF the ice will be ejected from the tournament; MATCH PENALTY: Suspended for remainder of tournament.
7. GAME FORMAT – Preliminary Round: 2-periods of '16-min' stop-timed for MEN; 2-periods of '15-min' stop-timed for WOMEN; no overtime period. Each team will play in its respective zone for the 2 periods.
8. GAME FORMAT - Playoff Round: 2-periods of '15-min' stop-timed;
 - a) If TIE: A period of 3-min stop-timed, with an alignment of 3 players per team + a goalkeeper. The 1st goal scored ends the game;
 - b) If still TIE, there will be a shootout (2 shooters) for each team;
 - c) If still TIE, you must use a different player for each SHOT until all players have been used. The winning goal will end the game;
 - d) In case of a PENALTY, a non-offending team will play with 4 players until the penalized player of the other team returns to the ice at the next stoppage. From then on, the two teams will play 3 against 3.

GENERAL RULINGS

1. The EQUIPMENT worn by the athlete in this tournament must meet CSA standards. OTHERWISE, 'ARJ SPORTS is not responsible for injuries caused by NON-compliant equipment.
2. Neckguard and Mouthguard: Players are required to wear the equipment in force in their winter leagues/associations.
3. Advance to the schedule: The committee reserves the right to start a game earlier. Teams must be ready to play at least 15 minutes before the scheduled time. The tournament coordinator will advise you at least 30 minutes before the start of the match of this possibility.
4. The team must be present at the arena 1 hour before the time of the scheduled game. The coach must REPORT to the tournament office before the scheduled time of the game to report his presence. A team that does not show up for a match will be expelled from the tournament. The score default will be 2-0 for the winning team and 0-2 for the losing team.
5. At any time, the organization of the tournament in concert with the referee may stop a game if he judges that the safety of the participants could be compromised.
6. The ice will be resurfaced after each game unless the direction decides otherwise.
7. Time-outs: Each team will be allowed one '30-seconds' time-out game only during the PLAYOFF round.
8. The handshake will occur ONLY in the FINALS of the playoff round to keep the games on schedule.
9. Dressing Room: Teams must report to their designated dressing room 30 minutes prior to the start of the game. Teams must leave the locker rooms no later than 20 minutes after their game. We are counting on your cooperation to keep the rooms clean when you leave. In addition, the team will be held responsible for any damage caused by one of its members to the facilities and equipment used in the arenas.
10. Modifications to the schedule: Following a situation, event, circumstance or other, act of god and which are beyond the control of the organizing committee, the committee, at any time, can modify the schedule. The committee's decision is final and without appeal. In addition, no modification to the schedule will be made on request, except in cases of force majeure.
11. No Protests accepted during the tournament.
12. Liability: The tournament is in no way responsible for accidents or loss of property that may occur during the tournament, as well as the cost of transportation by ambulance. This is valid for all players, team managers, and spectators.

13. The HOME team in the playoff round ONLY will be the team with the highest ranking after the preliminary round. The HOME team will have the last change at the face-off and will decide what jersey's color the team will wear.
14. STANDINGS: 2 points for a WIN, 1 point for a TIE and 0 points for a LOSS. Whatever the final score, a team cannot be credited with a difference of more than 5 goals for standings.
15. Ranked teams will be sorted first by Total POINTS, then by the TIE BREAKER formula where $BR = GF / (GF + GA)$. (GF: Goals FOR and GA: Goals AGAINST).
16. IF TIE (2 or more teams) for playoff standings, the following criteria will apply as follows:
 1. The result between the two teams (does not apply if there are more than 3 teams)
 2. Most wins
 3. Least Goals AGAINST (GA)
 4. Most Goals FOR (GF)
 5. Fastest goal between the teams concerned
 6. Fastest goal at the start of a game in the preliminary round
 7. Fewer penalty minutes
 8. Toss of a coin (heads or tails) by the tournament coordinator
17. ROSTER: Teams must provide a final official roster prior to the start of the 1st game of the tournament. Teams cannot add new players afterwards. The exception to this rule is that injured, ill or unavailable goaltenders may be replaced with the approval of the Tournament Director.
18. All eligible players must be listed on the ROSTER sheet for the first game (maximum 20 including 2 goalies). Each team must dress a minimum of 6 players and 1 goalkeeper. A time limit of 8 minutes will be granted to dress a second goalkeeper in the event that the regular goalkeeper is injured and the team does not have a dressed goalkeeper on the bench.
19. Any injured player may not be on the players' bench during a match unless dressed like any other player participating in a game.
20. All players must be of the appropriate age/caliber to play in their respective division unless approved by the Director. Any player must play a minimum of 2 games in the preliminary round to be eligible to play in the elimination round. Failure to do so will disqualify said player.
21. A player may only play for one team in a division, but may play for another team in another division if approved by the Tournament Director.
22. ODD NUMBER OF TEAMS. One TEAM selected at random by the tournament director will play 4 games instead of the usual 3 to accommodate an ODD number of teams in that division. However, only 3 of the games selected at random from the 4 for that TEAM will count towards their preliminary FINAL standings. The OPPONENT's results that play 3 games against THAT TEAM will count ALSO for the preliminary final standings.

Aggressive or abusive behavior by any player, official, coach or parent may result in the suspension of that person INVOLVED in this tournament for the remainder of the tournament. ARJ SPORTS reserves the right to make any changes to the interpretation of the above rules or to modify or alter a rule without notice in order to act in the best interests of the tournament. GOOD TOURNAMENT.