

MONTREAL SCHOOL HOCKEY CHALLENGE–Hockey & General Rulings (ARJ SPORTS)

HOCKEY RULINGS

1. The rules of play in effect are those of Hockey Canada completed by our specific ARJSPORTS rulings.
2. 3 games min including the playoffs. The duration of the warm-up period will be '2- minutes' continuous time. Teams must provide their own pucks.
3. BODY CHECKING only in U-M18 Tier 1 & U-M15 Tier 1 divisions. Physical Contact in U-M18 Tier 2 only. Tournament Management reserves the right to remove the CHECKING if the player's safety is at risk.
4. 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.
5. PENALTIES: MINOR Penalty - 2 minutes; MAJOR Penalty - 4 minutes; MATCH PENALTY: 5min; GAME MISCONDUCT: dismissed from that game only; If the penalty is assessed in the last 8 minutes of any game, the player is suspended for the following game; PENALTY for FIGHTING: Anyone involved in a fight ON or OFF the ice will be ejected from the tournament.
6. GAME FORMAT – Preliminary Round: 2-periods of '18-min' stop-timed; no overtime period. Each team will play in its respective zone for the 2 periods.
7. 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 Protective EQUIPMENT worn by the athlete in this tournament must meet Hockey Canada Playing Rules. ARJ SPORTS is not responsible for injuries caused by NON-compliant equipment.
2. Wearing a certified throat protector is required.
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 during the playoff round at the end of the game 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. STANDING /RANKINGS: The point system for teams ranking in the standings will be as follow: 2 points for a WIN, 1 point for a TIE, & 0 point for a LOSS. No matter what the score ends up, a team cannot get credited more than a 5 goals difference for standings.
15. **TIEBREAKER RULES**: To determine teams advancing to the playoff rounds. If more than two teams are TIED, the following criteria from 1 to 8 will be applied until all teams are properly ranked:
 1. Total Team Points
 2. Head-to-Head (two-team tie breaker only)
 3. Team with most **WINS**
 4. GQ (Goal Quotient) = Goals For / (Goals For + Goals Against)
 5. Least Goals Against (**GA**)
 6. Most Goals For (GF)
 7. Fewest Penalty Minutes
 8. Flip of a coin by the tournament coordinator
16. Document required and official ROSTER: Team managers must provide an official team binder of the athletes playing for the school team; AND a final official ROSTER for this tournament 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.
17. 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. Any injured player may not be on the players' bench during a match unless dressed like any other player participating in a game.
18. 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. 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.

19. 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.