

2024 MONTREAL BOYS 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. 4 games min including the playoffs; 5 VS 5 for Tier 1/AAA & Tier 2/AA; 4 vs 4 for A divisions.
3. Pre-game warm-up will be 2 minutes continuous time. Teams must provide their own pucks.
4. With a difference of 5 goals from the 10th minute (showed on the clock) 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; suspended for the NEXT GAME if the player receives
6. MATCH PENALTY and GAME MISCONDUCT; PENALTY for FIGHTING: Anyone involved in a fight ON or OFF the ice will be ejected from the tournament.
7. The HOME team for Playoff Round only will be the team with the highest ranking after the Preliminary round. The Home team will have the last change at faceoff and will decide which jersey color the team will wear.
8. GAME FORMAT – Preliminary Round: 2-periods of '18-min' stop-timed for Tier 1 & Tier 2 divisions; 2-periods of '16-min' stop-timed for Tier 3 divisions; no overtime period. Each team will play in its respective zone for the 2 periods.
9. GAME FORMAT - Playoff Round: 2-periods of '15-min' stop-timed for Tier 1, Tier 2 & Tier 3:
 - 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 (3 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 RULES

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. Wearing a certified throat protector is required.
2. Planning a game ahead of 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.
3. 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.
4. In the event of a team arriving late for a game, a five minute grace period at the start of the game will apply but the game will start as soon as we have 5 players + the goalie on the ice.
5. A team that does not show up for a game will result in a DEFAULT of the game and COULD be suspended from the tournament. In the event of a DEFAULT, a score of 2-0 will be awarded for the winning team and 0-2 for the DEFAULT team. The handshake will take place at the beginning of the game.
6. 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.
7. The ice will be resurfaced after each game unless the direction of the event decides otherwise.
8. Time-out: One '30-seconds' time-out game only during the PLAYOFF round.
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. **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.
14. **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
15. **PLAYERS' ELIGIBILITY & ROSTERS.** All eligible players must be entered on the first game score sheet. The roster must include a unique jersey number for each player. Teams must provide a final official game roster to the Direction of the tournament prior to the start of the **FIRST** game with no additions being allowed from then on. The exception to this rule is that injured, sick, or unavailable goalies may be replaced with the assistance/approval of tournament organizers.
16. A player can only play for one team in a specific age category during this tournament weekend. Players can be called up to a higher age category team, if necessary, with the tournament being advised in advance of the call up. Playing for more than one team in a specific age category will disqualify said player and the games played for the teams will be forfeited.
17. This player needs to play 2 games in the preliminary round to be able to play during the playoff round. Failure to do so will disqualify said player.
18. If there is similarity in the color of jerseys, the visiting team will have to change jerseys. (A set of jerseys or bibs will be provided to visiting team if possible).

The Organizing Committee may, without right of appeal, expel, without reimbursement, any participating team, coach, parents or any other team leaders, who show misconduct (alcohol, drugs, fights, bad sportsmanship, vandalism, etc.) on the competition sites or failing to comply with the regulations. We remind coaches that they are responsible for their players while they are on the arena grounds.

At all times, the direction of the Montreal Hockey Challenge reserves itself the final word on the interpretation of the rules and has the right to change or alter these rules without any prior notice to act in the best interests of the tournament.