



**9th Annual Capital Victoria Day Classic Tournament  
Presented by Capital Sports Management Inc.**

**TOURNAMENT RULES AND REGULATIONS**

**Playing Rules**

1. The playing rules will be pursuant and in accordance with the rules set forth by the rules governing hockey by Hockey Canada. Rules, regulations and a Code of Discipline shall apply to all teams. The Code of Discipline referred to is the Code of Discipline of the HEO.
2. Neck guards & Mouth guards: Players are required to wear neck guards & mouth guards for all tournament games if they are required to in their home zones. Both are **STRONGLY** recommended.
3. Body Checking (for clarification only): Is permitted at the Major Peewee through Major Bantam divisions ONLY. Body checking is not permitted at the Minor Novice through Minor Peewee divisions.
4. Game Length:
  - a. Periods and running times to be used:
    - i) **Novice, Atom & Girls U10**: Games will consist of 3 x 12-minute stop-time periods
    - ii) **Peewee, Bantam, Girls U12 & U14**: Games will consist of 2 x 12, 1 X 15-minute
    - iii) **Curfew Clocks**: Please note the tournament coordinator has the right to implement a curfew clock at any time as he or she sees fit.
  - b. The running clock applies to regulation time only in round robin play (clock will be fully visible – located beside the main score clock in Bell Sensplex arenas). In the event of a slowly played game, the final period may be switched to straight time at the discretion of the tournament coordinator or a designate. Also, the Tournament Committee **MAY** eliminate the running clock for any game as tournament games get ahead of schedule and time permits (note that the running clock may be re-implemented at any time should the pace of the game warrant such a move). The tournament committee reserves the right to impose a running clock on Playoff games as well, in the case of an extended injury or other prolonged delay.
  - c. If, at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, straight running time shall commence on the game clock. If the goal differential is seven goals at any time during the first or second period, running time shall also commence. If at any point the margin is reduced to two goals or less, stop-time play shall resume. This rule is in effect for all games including round robin, playoffs, and championship games.
5. Time-Outs: One (1) thirty (30) second time out will be permitted in **ALL** games (round-robin & playoff).
6. Overtime: Overtime will only be played in playoff and championship games if regulation time produces a tie. Overtime shall consist of:
  - a. One sudden-death 5-Minute stop time period with teams playing three (3) skaters plus a goaltender.
  - b. If still tied a shootout with 3 skaters from each team. The coach of each team will provide the game officials with the list of these three players immediately following the final overtime period. The team that scores the most goals with these three skaters will be declared the winner. The HOME team will have the option of shooting first or last. Once the order is determined, it will remain the same for all future rounds of shootout. A player from one team will go, followed by a player from the other team, and so on until all 3 designated players have shot.
  - c. If still tied a sudden-death shootout with one player from each team. Each shooter must not have participated in any prior round of the shootout. Whichever team shot first in the previous round, will once again shoot first.
  - d. Repeat point d. until no skater remains that has yet to participate. At this point, the shootout will continue in reverse order, starting with the player who has most recently shot. Teams will continuously work up and down their list of shooters until a winner has been declared.
7. Round Robin Standings: Standings will be based on points: two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.

8. Goal Differential: The MAX goal differential a team can obtain in a single game is 7 GF (Goals For). EX: If a game results in a score of 10-2, the score applied to the standings will be 9-2. If the score is 10-0, the score will result in a 7-0 final.
9. Tie-Breaker, Round Robin: If tied in points, standings (seedings) will be determined based on the following order:
  - a. The head to head result involving the teams tied (two way ties, or if one team has beaten all others they are tied with).
  - b. The team with the most wins in round robin play.
  - c. The highest total of goals for minus goals against. Note that a maximum spread factor of 7 goals will be used for each game (e.g. a 10-0 result will be posted as 7-0, while a score of 10-2, would be posted as 9-2).
  - d. The team with the lowest number of penalty minutes accumulated in round robin play
  - e. The team with the lowest number of goals against
  - f. The team with the most goals for
  - g. Coin toss by the tournament coordinator or a designated representative.

*Note: in the event that three or more teams are tied, there will be no reverting back to a previous tie-breaking step as each seed is determined. Should two of three teams still be tied after a tie breaker, those two teams will continue down the list of tie breakers, and the single team will either be eliminated (if they fell below the other two teams), or be skipped above (if they stood above the other two teams).*

10. Playoff Format: Is as per the schedule which will be posted on-line at [www.sensplex.ca](http://www.sensplex.ca) approximately 10 days in advance of the tournament.
11. Stick Measurements: Teams are NOT allowed to request the measurement of any stick during tournament games. If teams have a concern with an opposing player's stick, they must bring it forward to the attention of the referees, whom will use their discretion in the matter.
12. Game Misconduct Penalties: Any player or team official receiving a game misconduct penalty will be penalized at a MINIMUM according to the code of discipline, but may be penalized further by the tournament. This will involve at least a ONE-GAME suspension for all Game Misconducts (other than a minor+GM for CFB that does NOT occur in last ten minutes).
13. Gross Misconduct Penalties: Any player or team official receiving a gross misconduct penalty will be penalized at a MINIMUM according to the code of discipline, but may be penalized further by the tournament. This will involve at minimum a TWO-GAME suspension.
14. Fighting & Match Penalties: Any player receiving a penalty for Fighting or a Match Penalty for intent to injure will automatically be suspended for the **remainder** of the tournament.
15. Suspensions: Any player/coach/team official who receives a penalty that is considered to be a suspendable offence (M, GM, GRM, MP, etc.) will be required to serve the entire duration of such suspension during the course of the tournament. Should this suspension not be entirely served by the end of the tournament, the suspension(s) will carry over to other Sensplex Tournaments and possibly other spring tournaments.
16. Any player who receives three (3) stick-infraction penalties (cross-checking, high sticking, butt-ending, slashing, spearing) in the same game will receive an automatic game ejection.
17. A player of the game or hardest worker award may be awarded at the conclusion of each game. No player may win the player of the game more than once during the round-robin portion of the tournament.
18. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament.

### **General and Administration Rules**

1. ZERO Tolerance: Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators. The Bell Sensplex reserves the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections.
2. Jersey Colours: "Home" teams will wear their light coloured jerseys and "Away" teams will wear their dark coloured jerseys. In the event of a jersey conflict, either team may be required to change sweaters at the discretion of the tournament committee.
3. Player Eligibility:
  - a. No player may be added to a team's roster after the first game. All tournament players must be listed on each team's first game sheet, which shall become their final tournament roster. The maximum roster size is 17 skaters + 2 goaltenders. A player must have played in one round-robin game to be eligible for the playoffs.

- i. **NOTE:** Exception to this rule is if a team sustains multiple injuries whereby their roster size falls below eight (8) skaters and one (1) goaltender. Player additions **MUST** be approved and signed off by the Tournament Manager prior to the teams' next game. Failure to do so **MAY** result in forfeiture of game(s).*
- b. A player may register with, and play on one (1) team **only**
- c. Should a team be eliminated from further play, players are ineligible to be picked up by other teams for the playoffs and/or championship games
- d. Birth certificates and/or a photocopy of the official birth certificate must be available at all times upon request. Failure to produce such proof of age will result in the player being ruled ineligible to play.
- e. Any teams using illegal players will be removed from the tournament with a loss of entry fees. It is the manager's responsibility to submit a list and be able to prove the eligibility of all his/her players.
- f. All players must fall within the age categories listed below in order to be eligible:
  - i. Minor Novice age players must be born after Dec 31<sup>st</sup>, 2009
  - ii. Major Novice age players must be born after Dec 31<sup>st</sup>, 2008
  - iii. Minor Atom age players must be born after Dec 31<sup>st</sup>, 2007
  - iv. Major Atom age players must be born after Dec 31<sup>st</sup>, 2006
  - v. Minor Peewee age players must be born after Dec 31<sup>st</sup>, 2005
  - vi. Major Peewee age players must be born after Dec 31<sup>st</sup>, 2004
  - vii. Minor Bantam age players must be born after Dec 31<sup>st</sup>, 2003
  - viii. Major Bantam age players must be born after Dec 31<sup>st</sup>, 2002
4. Referee's Decisions: All referee's decisions are final and may not be appealed.
5. Protests: All protests must be accompanied by a \$200.00 deposit that will be returned only if your protest is successful. A protest will only be heard if it is brought to the attention of the Tournament Manager or their delegate within fifteen (15) minutes of completion of the game in question. A hearing and ruling will be completed prior to the team's next scheduled game. All decisions made by the Tournament Committee are final and **MUST** be respected. In the event of a lost protest, the fee will be donated to the Sens Foundation on behalf of the tournament itself.
6. In the event of a suspended game by way of forfeiture or forfeit, the score shall be recorded as zero for the loser and three (3-0), or the greater margin of victory at the time of the forfeiture, for the winner.
  - a. Should a team who previously forfeited a game during the tournament be in contention for a playoff spot, that spot will be automatically forfeited should it come down to a tiebreaker whereby the goal ratio becomes the deciding factor.
7. Scheduled Game times are approximate. **TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 15 MINUTES BEFORE THEIR SCHEDULED START TIME. Teams not prepared to start at least 15 minutes ahead of their scheduled time, may receive a delay of game penalty or forfeit their game at the discretion of the tournament committee.**
8. Check In: One (1) team representative must check-in to the registration desk, no less than one hour before the teams' first scheduled game. He or she will be required to fill out a tournament check-in form. The team representative will then be required to check-in to the tournament office before each game.
9. Team officials are responsible for the conduct and supervision of all of their team's participants at all times. No shooting, stickhandling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces!
10. Team management **MUST** notify tournament or arena staff of any pre-existing damage to dressing rooms **BEFORE** they go onto the ice for their games. Teams will be held financially responsible for any damage caused to rooms which have not been pointed out before their game.
11. Teams may be **ejected from tournament play** if they are found to be responsible for damage to tournament facilities (including host hotels) or unacceptable dressing room conditions.
12. No alcoholic beverages or "tailgating" is permitted on **ANY** Sensplex property.
13. Team Benches & Dressing Rooms: Teams may be required to provide a person to operate the penalty gate. No one, other than players, coaches and trainers are allowed in the dressing rooms and the hallways leading to the dressing rooms before and after games. A maximum of four coaches and one trainer are permitted.
14. Team Warm-Ups: Note that due to concerns with the safety of their patrons, the Bell Sensplex does not permit 'running' in public areas of their facility.
15. Teams should also read and understand the building rules and regulations that can be found posted in the front lobby of the Bell Sensplex
16. **Sensplex Tournaments reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament.**