

CANADIAN HOCKEY ENTERPRISES
OFFICIAL TOURNAMENT CONSTITUTION OF RULES FOR ALL ADULT TOURNAMENTS

Age Divisions – 19+ 25+ 30+ 35+ 40+ 45+ 50+

All players must be at least the minimum age of 19 by the first day of the tournament. Teams are placed in divisions based on their average age and skill levels. We try to keep the age brackets in the divisions as close as possible along with the skill level. There is no restriction on maximum age, as a player can be 60 years old in the 19+ division. CHE has the right to alter division placement based on age and skill levels for the betterment of the tournament.

Skill Categories – Teams will be placed in separate skill divisions based on the Player Information Forms submitted by them. Players are expected to fill out the forms completely and honestly to ensure proper team placement. **Players who have played Major Jr A, Professional, NCAA Division I US college or European pro during the 2021-2022 season are ineligible.**

Length of Games

Warm up – 3 minutes running time

1st period – 10 minutes stop time – teams change ends

2nd period – 12 minutes stop time – teams change ends

3rd period – 12 minutes stop time

No overtime or time outs during round robin games

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

Mercy Rule – In the event of a 6 goal spread going into the 3rd period or at any time during the 3rd period, the clock will remain running straight time. If during this straight time, the losing team scores to reduce the goal spread to 5 goals or less, the clock will continue to run straight time.

Equipment – All equipment worn must be fully approved by the CSA or the American equivalent. Helmets must be worn at all times by forwards and defencemen. Goaltenders must wear a CSA approved mask with protection at the back of the head or he will not be allowed to play. CANADIAN HOCKEY ENTERPRISES LIMITED STRONGLY RECOMMENDS THE USE OF FACE SHIELDS FOR ALL PLAYERS.

Slapshot - Full slapshot is legal for 19+, 25+ and 30+ division and women's divisions. Slapshot to the hip only is in effect for 35+, 40+, 45+, 50+ divisions. (When blade of the stick goes above the hip on the back swing) The referee will whistle the play down and a face-off will take place in the guilty player's end zone.

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 the 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/USA hockey rules; i.e. tripping, holding, hooking, too many men 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 defenseman closes his hand on the puck in his crease.

Note: NEW STANDARD OF PLAY AND RULES WILL BE IN EFFECT

Fighting penalty – any player involved in a fight will receive a 5 minute stop time penalty, game misconduct plus expulsion from the tournament.

Match penalty – Intent to injure by way of checking from behind, spearing, highsticking, kicking, buttending, 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

Managers, coaches or captains are required to come to tournament headquarters before each game and fill out the game sheet. Division will be made up of 3, 4, 5, 6 or 8 teams,

No centre red line will be used for the purpose of a 2-line off-side. The centre line will only be used for icing. In the event of straight time during the 3rd period and when one team has a man advantage, there will be no changing of lines during a stoppage of play. Teams can only change on the fly during this situation.

Clear the zone rule will be in effect. Offensive players must clear the offensive zone and come outside the blueline when the puck has been shot in the zone with trapped players. Once everyone is out they can return into the offensive end.

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 form 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 1st or 2nd game, he could participate in a gold/silver championship game. Teams with 2 rostered goalies are exempt from this rule.

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 – If two or more teams are still tied the team with the **least goals against** will place higher.
- 4 – If two or more teams are still tied the team with the **least amount of penalties minutes** will place higher.
- 5 – If two teams are still tied, the team **that scored the most goals for (Max goal difference of 7)** will place higher.
- 6 – If two teams are still tied the **team that scored first** in their head-to-head competition will place higher.
- 7 – In the event their head-to-head competition resulted in a 0-0 tie, the team who had **the 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 being not accepted in the future.

Sudden Death overtime during play-offs

- in the event of a tie 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.
- If the shoot-out is still tied after the above then each team will designate a new shooter until a winner is declared. (Teams have to go through their entire roster before a player may shoot again).

* NOTE* during overtime teams can only change on the fly.

ALL penalties in overtime will be a penalty shot, excluding co-incidental
ALL penalties will be carried over into overtime.

TOURNAMENT COMMITTEE RESERVES THE RIGHT TO CHANGE THESE RULES