



CPMHA U11-U18 TOURNAMENT RULES

Hockey Canada rules, and HEO Regulations shall apply to all teams, except as noted.

Registration and Eligibility

1. Recreational leagues operating at only one skill level shall be given an overall rating of '**Tier 2**'. Each team in that Association shall be considered a '**Tier 2**' team for the purpose of competition in tournaments.
2. Prior to the start of the tournament, participating teams shall forward the official team roster and all affiliate paperwork to the Tournament Director. Any changes to the roster after the schedule is drawn must be cleared with the Tournament Director.
3. A team must give written notification with a minimum of 15 days of their intent to withdraw. This withdrawal must be due to unavoidable circumstances to provide a prorated refund.
4. The team's manager or head coach must register at the tournament office at least one hour prior to their first tournament game. Teams may change their roster at this time, provided they have acceptable documentation.
5. Teams with less than 20 carded players (18 players/2 goalies) may register affiliate players, but affiliates cannot bring the roster above 18 players and 2 goalies .
6. Teams must have original signed documentation for all affiliates. Associations using the Club System for Affiliates **MUST** provide a copy of authorization from HEO or their governing body and a copy of the roster for the affiliate player. Failure to do so will result in that player being ineligible to play until documents are provided.

Dressing Rooms

7. Players will not have access to a dressing room until a Team Official signs for a key from the arena staff.
8. Only Team Staff and Players are allowed in the Dressing Rooms and the hallway leading to the Dressing Rooms.
9. The Hockey Canada Rule of Two will be enforced. The 'Rule of Two' requires two trained and screened adults to be present in the dressing room or immediately outside the dressing room with the door propped open to monitor the environment and ensure it is free of any discrimination, harassment, bullying, or other forms of maltreatment.
10. Teams are asked to leave their dressing room in a neat and clean condition within 20 minutes of the conclusion of their game.
11. There is absolutely no picture/video/audio taking/recording allowed in any dressing rooms to include the Officials Dressing room.

Game format

12. Teams are guaranteed 4 games in all divisions. Two minute warmup and Three periods of 10 minutes stop time. If a goal differential of 5 occurs, run time will be implemented. If the goal differential falls below 5, the game will return to stop time.
13. A 3 game round robin will determine the semi-finals and finals.
14. All qualifying teams will advance to semifinals and finals games.
15. One 30 sec time-out will be allowed in Semi-Finals and championship games.
16. Overtime will be played only in semi-final and championship games.
17. Curfew times are determined **solely by the arena clock**.
 - a. For games starting on the hour, the curfew is 50 minutes past the start time.
 1. Example: If the game starts at 7:00, the curfew is 7:50.
 2. If the game starts late (e.g., 7:08), the curfew still remains at 7:50.
 - b. For games starting on the half hour, the curfew is 20 minutes past the next hour.
 1. Example: If the game starts at 8:30, the curfew is 9:20.
 2. For semi-final and final games, once the curfew is reached, overtime procedures will apply.
 3. In situations where the schedule allows for a curfew extension, it will be applied to championship games only. Head Coaches will be notified prior to the game start of any curfew changes.
18. Teams must be prepared to go on the ice 15 minutes before the scheduled game time. All warm-ups, pep-talks and team rituals shall take place before the team goes on the ice. Undue delay could result in a delay-of-game penalty against the offending team.
19. Teams are not allowed on the ice surface without the Referees/Game Officials present and the zamboni door is closed.
20. Player helmets chin straps must be snapped at all times when on the ice, this includes during the handshake and departure from the ice.
21. Coaches and bench staff must not cross the ice surface to reach the bench. Access is available on each side.

Scoring and tie-breaking

22. Standings will be based on points: 2 points for a win, 1 point for a tie, 0 points for a loss.
23. TIE-BREAKING in round robin standings will be based (in order) on:
 - a. The head-to-head record involving the teams tied;
 - b. The best ratio of (Goals For) divided by (Goals Against) in all round robin games;
 - For tie-breaker purposes, no more than a **5-goal differential** counts, even if the team wins 10–0.
 - c. The team with the lowest goals against;
 - d. The team with the lowest number of penalty minutes (misconducts count as 10 minutes); or

- e. A toss of a coin by the tournament director or designated CPMHA Executive member.
24. For all final round games, the placement of teams and designation of home and visiting teams will be made by the tournament director on the basis of the team records. If applicable, wild-card teams always place after division winners.

Playing Rules

25. There is no body checking permitted at any CPMHA tournament.
26. Game Ejection – After 3 personal penalties, a player or team official will automatically be ejected from the game. In the case of a double minor penalty (spearing, kneeing, head contact etc), the double minor will count as one penalty per Hockey Canada Rule Book. The double Minor must be the same infraction. This is not confused with for example; a minor for tripping and interference during the same stoppage of play to the same player, as this is two separate penalties.
27. Any 5-minute major for fighting will disqualify the player from any further play in the tournament. All other suspensions will follow the HEO Code of Discipline Chart except for Point 22.
28. Abuse of on or off ice Officials will not be tolerated by any Team Officials, Players, Parents and Supporters. If a game misconduct is issued to a Team Official for violation of Rule 11 (Unsportsmanlike Conduct/Abuse/Discrimination) where they have targeted a Green Armband Official, that Team Official will be disqualified from the remainder of the tournament.
29. **OVERTIME** in semi-final and final games shall be conducted in one 5-minute sudden death overtime period.
- a. Teams will play with 3 skaters plus a goalkeeper. Substitutions are allowed.
 - b. Penalty: the penalized team shall play with 3 skaters and the other team shall add one (or two) player(s) for the duration of the penalty, returning to the proper number of players at the first stoppage in play following the expiration of the penalty.
 - c. If no winner is decided after 5 minutes, the game will go into a shoot-out to decide a winner. Each team will alternate through 3 shooters and the team that is ahead after the 3rd shooter wins. If still tied then the sudden death shootout continues until a winner is determined. No shooter can shoot again until the full roster has shot.
30. Tournament Director or designated CPMHA Executive Member will make a final decision on any conflicting issues resulting throughout the tournament(s).
31. A team who is found to have used an ineligible player in a tournament game(s) shall have the game(s) defaulted. The Tournament Official may take further action against the offending team depending on the severity of the infraction.
32. Complaints and appeals may only be initiated by the Head Coach of a team and it must be in writing to the tournament office or via email to tournaments@cpmha.ca. The complaint or appeal must be submitted prior to the team's next game or it will not be allowed.

Arena Conduct

- 33. No pets are allowed in the arena facilities. Certified service animals are welcome.
- 34. No running or mini stick play permitted in the arena facilities.
- 35. Alcohol is not permitted in the arena facilities. This rule applies to players and spectators, Players may not participate while under the influence of alcohol.