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# LUMBERJACKS CUP

## RULES & REGULATIONS

# Rules

Unless otherwise specified in this document, the tournament will be played under Hockey Canada rules. The Hockey Canada rulebook can be found online at [www.hockeycanada.ca](http://www.hockeycanada.ca). The Tournament Committee reserves the right to revise or veto any of the rules outlined in this document.

## Insurance

All teams are required to carry between \$2,000,000 - \$5,000,000 in general liability insurance. Prior to tournament play, teams will be required to provide proof of insurance to the tournament organizers. Any team that has failed to provide proof of such insurance, will not be allowed to partake in any on-ice activities.

## Tournament Format

The tournament will group teams into pools of 4, and games taking place in a round-robin format within each pool:

- The 2014 and 2016 divisions will consist of a single pool
- The 2015 division will consist of two pools

After the round-robin (resulting in 3 games for each team), each team will play in either a gold medal or bronze medal game. In the 2015 division, teams at the bottom of the pool will play in a 4th consolation game.

### *Gameplay*

Each round robin game is scheduled for 90 minutes, with the following breakdown:

- 5 minutes for warm-up
- 3 20 minute periods
- 2 minute break between periods
- 5 minutes for post game awards
- 15 minutes of buffer time

### *Drop Clock*

In the event that a game is running behind and will exceed its allotted time, a drop clock rule will come into effect in which the official will instruct the time keeper to drop the clock to 02:00,

when there is 5 minutes left in the allotted ice time. Teams will be asked to forgo post-game awards on ice, and instead give out their awards in their respective dressing rooms.

### *Timeouts*

Teams are not permitted a time-out during any round-robin games. In gold and bronze medal games, teams will be permitted one 30 second time out during game play.

### *Penalties*

Penalties will be enforced as follows:

- Minor penalty - 2 minutes
- Major penalty - 5 minutes
- Misconduct - 10 minutes

If run-time is in effect, minor penalties are timed at 3 minutes.

### *Point System*

During round-robin play, teams will accumulate points based on the following system:

- 3 points for a win
- 2 points for a tie
- 1 point for a loss

In addition to points, teams will also accumulate a goal differential, to be used for tie breaking purposes. Goal differential for a team in a single game is calculated as the number of goals for minus the number of goals against. Goal differential is capped at a maximum of 7, meaning that the highest goal differential that a team can take away from a single game is +7, and the lowest goal differential a team can take away from a single game is -7.

### *Overtime*

There will be no overtime during round-robin play, or consolation games. For medal games, overtime will flow as follows:

- A 5-minute period of 3 on 3
- If still tied after 5-minutes of play, the game will move to a 5-round shoot out:
  - The away team will shoot first
  - Teams must pick 5 different players for the initial 5 rounds
  - If still tied after 5 rounds, the shootout continues in a "sudden death" format
  - After the initial 5 rounds, teams may choose (and recycle) players at their own discretion

## *Tiebreaking*

In the event that two or more teams have an identical number of points at the end of the round-robin, the tie is broken as follows:

- In the event of a two-way tie, the team that won the head to head matchup between the two teams will win the tie. In the event that the game between the two teams was a tie, this tiebreaker rule is ignored.
- Teams with a higher goal differential will be placed higher in the standings.
- Teams with less penalty minutes will be placed higher in the standings.
- Teams with a fewer total number of goals against will be placed higher in the standings.
- If all of the above fail to break a tie, a coin will be flipped.

## *Goalie Changes*

In the event that a team only has a single goalie dressed, and that goalie must leave the game due to injury, the team must put a 6th player on the ice while a replacement goalie is dressed. Once the replacement goalie is ready to take the ice, they may do so at the next stoppage in play. The new goalie will not get any additional time to warm up.

## *Mercy Rule*

If the goal differential in a game is 7 or more goals going into the third period, the losing team will be given the option to switch to run-time. In the interest of sportsmanship, score keepers will be asked to keep the goal differential on the clock to no more than 7 goals. All goals will however be recorded on the official game sheet.

## *Floods*

A flood will occur before the start of each tournament game. In gold and bronze medal games, a flood will also take place between the second and third periods.

# Code of Conduct

Coaches and managers are responsible for the conduct of coaches, players, and parents attending the tournament on their teams behalf.

## *Bullying and Harassment*

The tournament enforces a zero tolerance policy with regards to bullying. Any coach or player that bullies or abuses an official, or another player, will be suspended for the entire of the tournament.

Any parent that is found to be exhibiting bullying behaviour, will result in their team being penalized points in tournament standings, and suspended from spectating for the remainder of the tournament.

See Hockey Canada's [anti-bullying policy](#) for more details.

### *Ejections and Suspensions*

Any coach that is ejected from a game by an official, will be suspended for the remainder of the tournament. A coach found to be in violation of a suspension by being on bench or on the ice during gameplay, will result in their entire team being disqualified from the tournament.

Any player that is assessed a game misconduct in the 2nd or 3rd will also receive a one game suspension from tournament play.

Any player that is assessed a gross misconduct, or match penalty, will be suspended from the remainder of tournament play.

### *Dressing Rooms*

Teams are expected to leave dressing rooms in the same state of cleanliness and organization that they were found in. Teams that leave dressing rooms dirty after use, will be subject to a 5 minute penalty at the start of their next game, at the discretion of the tournament committee.

### *Being on Time*

Teams are expected to be ready to take the ice before the start of their allotted ice time. Teams taking the ice late will not be given extra time for warm up. If a team is found to be delaying the start of the game, officials are authorized to issue a delay of game penalty to the offending team.

## Equipment

### *Required Equipment*

All players are **required**, with no exceptions, to wear the following equipment:

- A CSA or HECC certified hockey helmet with a full cage.
- A BNQ-certified neck-guard as per Hockey Canada rule 3.6 (F)

## *Jerseys*

Home teams are expected to wear dark jerseys, and away teams are expected to wear light or white jerseys. If your team only has a single color jersey, please let the tournament committee know.

## *Pucks*

Both pucks for warm up, and official pucks for game play will be provided by the tournament.

# Rosters

## *Roster Size*

Teams must limit roster sizes to no more than 20 players (18 skaters and 2 goalies). There is no minimum number of players required.

## *Overage Players*

All overage players must be pre-approved by the tournament committee prior to game play. The over-age player request form can be found here:

<https://forms.gle/GrtSqB2tUFijqjDVA>

## *Player Identification*

Teams should instruct players to have government issued ID available for all players taking part in the tournament. The tournament committee reserves the right to verify player ages at its discretion. For any teams that wish to dispute an opposing player's birthdate, please email the tournament committee at [info@lumberjackshockey.ca](mailto:info@lumberjackshockey.ca).

