

**NORTH BAY MINOR HOCKEY ASSOCIATION  
CHALLENGE CUP  
TOURNAMENT RULES**

1. N.O.H.A. and C.A.H.A. rules will apply throughout the tournament. All games shall be refereed by officials registered with the NOHA. **Fighting, abusive language or intent to injure penalties will not be tolerated.** Players or coaches could be suspended for the balance of the tournament.

2. The North Bay Trappers Challenge Cup will follow the current OHF Minimum Suspension List for all infractions. The tournament office has a copy of this list. **Fighting Penalties:** Any player receiving a penalty for Fighting will automatically be suspended for the **remainder** of the tournament.

3. Eligibility - All players registered within Hockey Canada are eligible to play. Only players who are registered with the tournament committee before the tournament begins can participate for their respective teams. No player will be permitted to play for more than one team (in the same division) during the tournament (e.g. A player cannot play for two teams in the Bantam category in the same tournament).

4. If there is a five goal difference in the third period, running time will begin. Stop time will resume when the difference is reduced to three goals. (E.g. Team A is winning 6 -1 at the start of the third period. The clock will run straight time. Team B scores twice to make the score 6 – 3. Thus the goal differential is three and the game will then be stop time again.)

5. In the event of conflicting team jersey colours, the home team will be responsible for changing jerseys. In cases where teams only have one set of jerseys, the team with two sets will be responsible for changing jerseys. **Home teams wear light coloured jerseys and away wear dark coloured jerseys.**

6. Warm ups shall consist of three minutes from the time the end Zamboni doors are fully closed.

7. There will be no overtime in any of the round robin series.

9. Standings within the division will be based on the results of the games played. Points will be awarded as follows: In the round robin series, teams will receive two (2) points for a win, one (1) points for a tie, and zero (0) points for a loss. If a team forfeits a game they shall receive no points. A forfeited game results in a score of 7 – 0.

10. TIE BREAKING –In the event of teams being tied at the end of the Round Robin series, for any position, the following procedure will be used to break a tie:

i) In the event that two teams are tied, the winner of the game between those two teams, if they played each other, will take the higher standing. If three teams are tied, a team with a 2-0 record against tied teams (if they played each other) will take the higher standing.

ii) If, still tied, then the team with the most wins will take the higher position.

iii) If, still tied, then the team with the best goal average will take the higher position (N.O.H.A. Formula). In the event a tie exists between three or more teams, the goal average will determine the position of all tied teams.

iv) If still tied the team with least goals scored against would take the higher position.

v) If still tied the team receiving the least number of penalty minutes in preliminary games played would take the higher position.

vi) If still tied, a single toss of a coin will determine the higher position.

11. Protests will not be accepted

12. Teams should be ready to play 15 minutes prior to their scheduled start time.

13. A flood will take place after each game.

14. Injuries – North Bay Minor Hockey Association will not assume responsibility for injuries sustained in tournament play.

15. Equipment - All players are to wear equipment as set down by the C.A.H.A.rules.

16. There will be one 30 second time out allowed per game per team

### **CHAMPIONSHIP GAMES (ONLY) – OVERTIME**

At the end of regulation time, the teams will play a sudden victory overtime format.

There will be no flood between the end of regulation play and the start of the overtime period.

Any overtime period shall be considered part of the game and all un-expired penalties shall remain in force.

Teams will **not** change ends during any of the overtime period(s).

Time outs are not permitted in the overtime period.

The teams will play one **sudden-victory overtime period**.

The overtime period will be **five (5) minutes, stop time**.

The teams will play with three (3) skaters plus a goaltender (a.k.a. 3-on-3). Substitutions are permitted.

If the game is still tied, at the end of the overtime period, then the game will be decided by a shootout.

### **3 SHOT SHOOTOUT**

In the first round, each team will take three shots each.

The teams will shoot at the same time.

Each team must use 3 different players to take the shots.

If at the end of the 3 shot shoot out, the teams are still tied, then the teams will take one shot each until a winner is decided.

### **1 SHOT SHOOTOUT**

The teams will shoot at the same time.

Each team must use different players to take the shots. The team cannot repeat shooters until they have used the entire line up.

Rounds will continue until a winner is declared.

### **OVERTIME PENALTIES**

A team cannot play with less than three (3) skaters on the ice.

Where a penalty, or penalties, would result in one team having less than three (3) skaters, the penalized team shall play with three (3) skaters and the other team shall add one (1) or two (2) players for the duration of the penalty.

At the end of the penalty time, the player(s) would return to the ice until the first stoppage in play. Then, the number of players would return to the designated format.

**For example**, while playing 3-on-3 a penalty was assessed against Team A. Since Team A cannot play with less than 3 players on the ice, Team B placed an extra skater on the ice. This resulted in the teams playing 4-on-3.

The penalty ended, without a team scoring, the penalized player would return to the ice, therefore, the teams would be playing 4-on-4. NDHL Revised: January 25, 2010

At the first stoppage in play, after the penalty expired, the teams would return to the 3-on-3 format.

18. The tournament committee reserves the right to make decisions regarding interpretations of all Tournament rules and regulations.

19. Mouthguards are only mandatory if your association requires them.

20. Before each game the coach or manager of the team must sign the game sheet verifying the team roster.

21. Teams are required to be out of the dressing rooms 20 minutes after the game and to leave the rooms clean for the next team.

22. When a goaltender is injured and cannot continue to play five minutes will be allowed to dress another goaltender if a backup is not already dressed.

23. All protective equipment must be worn at all times. BNQ neck guards are mandatory for all players.

24. Games will start a maximum of 15 minutes early

25. All teams will shake hands prior to each game

26. Players will line up on their blue lines post game for the MVP award and for the finals where the winners are awarded. Coaches will pick their own MVP.

**Reminders: a) Three stick infractions, as per Hockey Canada Rule 4.2: A Game Ejection penalty shall be assessed to any player that incurs a total of three or more stick infraction penalties during the same game. For the purpose of this rule, only high-sticking, cross-checking, slashing, butt-ending, and spearing are considered stick infractions. Players penalized under this rule shall be ordered to the dressing room for the remainder of the game.**

### **General and Administration Rules**

1. **ZERO Tolerance: Taunting, berating or inappropriate behavior towards any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators.**

2. Referee's Decisions: All referee's decisions are **FINAL and may not be appealed.**

3. **The tournament coordinator 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**