



CALGARY WOLFPACK

2010 TOURNAMENT RULES

VERY IMPORTANT! The Calgary Wolfpack Tournament is not sanctioned by the Canadian Hockey Association. Each team is responsible for their own insurance for the Tournament. Proof of this insurance must be provided by May 15. Teams without proper insurance will not be able to participate.

All parents of players and team officials must sign an insurance waiver. No player will be permitted to play unless this waiver is properly signed and an original copy delivered to the registration desk prior to your first game.

1. General: All of the CAMHA rules shall apply except as modified below.
2. Length of Games: Games will consist of two 15 min. stop time periods, and a 20 min. stop time 3rd period.
3. Participating Teams: All teams must be registered with the tournament. All registration material must be turned in prior to the first game, including all payments and fees.
4. Team Rosters: All participating players, coaches and team officials must be listed on the tournament application. Any additions may be added prior to the start of the first game, pending approval from the tournament committee. Only the players registered on the roster will be permitted to participate. Team rosters must be submitted no later than May 15, 2010.
5. Proof of Age: All teams must supply proof of age for all players prior to the start of the first game. Please have copies of birth certificates available.
6. Frozen Rosters: All players eligible to play in the tournament must be listed on the first game sheet. This will be the prevailing document to establish eligibility for the remainder of tournament play. If a player is not present for any reason or is not dressed for this first game...ND (not dressed) shall be marked beside that name on the game sheet.
7. Zero Tolerance: The Calgary Wolfpack Spring Hockey Tournament stresses sportsmanship and fair play. There will be no tolerance for referee abuse. Fighting, abusive behavior or unsportsmanslike conduct by players, coaches or parents/spectators will not be tolerated on or off the ice. Such conduct shall be grounds for disqualification from the tournament. Referees have the authority to direct the removal of any person acting in an objectionable manner, as well as the authority to end any game at any time, if they feel that continuing the game would constitute a danger to the players. The Tournament Committee shall determine the outcome of

any such game. We therefore ask that all managers and coaches instruct the parents and players to understand and promote the "Spirit of the Tournament".

8. Checking from Behind:
 - 2 Minute Minor in the first two periods will be an immediate ejection from the game.
 - 2 Minute Minor in the third period will be an immediate ejection and next game suspension.
9. Game Misconduct: A game misconduct penalty assessed at any time shall automatically require ejection of the penalized player from the game and a one game suspension for the following game. This rule will also apply to Coaches/Team officials.
10. Match Penalty: Ejection from the Tournament.
11. Gross Misconduct: Ejection from the Tournament.
12. Fighting: Ejection from the Tournament.
13. Body Contact: Body contact will be permitted at the Atom Major (1999) level or older. We remind coaches at all levels to warn players of the dangers of checking from behind.
14. Damage to Rinks and Other Facilities: All repair and/or replacement costs associated with any damage caused to any ice arena, hotel, or other facility shall be borne by the team(s) of the person(s) causing such damage. Immediate arrangements for restitution must be made. Violations of this rule are cause for disqualification from the tournament.
15. Jerseys: It will be the responsibility of the home team to wear a white/light colored jersey body, the visiting team to wear a black/dark colored jersey body. In the case of teams with only one set, mutual arrangements should be made between the two teams involved prior to the start of game time. If the problem is still unsolved at game time the team without the appropriate color will be required to change jerseys. It is advisable and desired that players also wear matching socks.
16. Equipment: All players must adhere to CAHA rules and regulations. All players must wear neck guards. Stick measurements will not be allowed for curvature.
17. Rescheduling of Games: No game will be altered or rescheduled, unless the Tournament Committee grants permission. Failure to abide by this rule will result in forfeiture of the game and game points.
18. Game Points: 2 pts Win, 1 pt Tie, 0 pts Loss.
19. Forfeited Game: Any team that wins a game as a result of forfeit shall have 3 goals and 6 assists credited to the game sheet. The score shall be 3-0 recorded in the official stats, and such team awarded 2 points.
20. Protests: the line of protest is as follows:
 - i. On-Ice Officials
 - ii. Rink Coordinator or Tournament Committee. The Protest Committee will consist of the Tournament Committee. There may be no protest on playing rules, interpretation of playing rules by on-ice officials or judgment calls. A \$100.00 fee must accompany each protest. If the protest is upheld, the fee is refunded. If the protest is declined, the fee is forfeited. The Protest Committee will rule on all protests before the next game of either team.
21. Time Outs: A maximum of one 30 second time out, per team, will be allowed in any game. A time out may only be called during a stoppage of play.

22. Game Ejection Rule: the Referee in charge, at his discretion and after a single warning, has the authority to eject players or team officials. This rule will be enforced in cases of inappropriate behavior or extreme misconduct.
23. Refusing to Start Play/Team Withdrawal from a Game: The Referee in charge will give a warning to return/or start play again. The offending team(s) will be given a max. of 2 minutes to comply. The offending team(s) will automatically be assessed a 2 minute minor bench penalty. If after the 2 minute time allotment, the team(s) has not returned for further play, the game will be terminated. The Tournament Committee shall determine the outcome of any such game. Offending team(s) shall lose all rights to protest or appeal any aspect of such a game. The Head Coach of any such team shall be banned from any further participation in the tournament, including attendance at other games or entrance into any Calgary Dinos Spring Hockey Tournament rink facility.
24. Tournament Playoff Position: Playoff position (if applicable) will be posted within 30 minutes after completion of the last game in each division. It is the responsibility of each coach to determine if his team is in a playoff game and to verify the time and location of the game.
25. Tie after Tournament Play: If two or more teams have an equal number of points, their position in the standings shall be determined as follows:
 - a. Team with the most wins;
 - b. Head to head record;
 - c. Total goal differential (GF-GA/GF);
 - d. Team with the least penalty minutes;
 - e. Goals against;
 - f. Goals for;
 - g. Coin toss.
26. Playoff Games: In the event of a tie at the end of regulation in a playoff game, the over-time format is as follows:
 - A. The teams shall not change ends.
 - B. A 2-minute rest period will be allowed, and the teams will resume play on a sudden death basis.
 - C. Such an over-time period shall be a 5 minute stop time period, unless earlier terminated by a sudden death goal, and will be played 4 on 4 with goaltenders.
 - D. If still tied after the overtime period, another 5-minute stop time sudden death period, played 3 on 3 with goaltenders will occur. Sudden death periods 3 on 3 until a winner is determined.
27. Penalties During Sudden Death 4 on 4, 3 on 3: In the event of a penalty(s) the following will occur:

4 on 4

The player will be taken away from the offending team, thus making it a 4 on 3 shorthanded situation. If a 2nd penalty is assessed to the same team before the 1st penalty expires, a player will be added by the non offending team, thus making it a 5 on 3 situation. When the 1st penalty expires, the penalized player may go directly onto the ice from the penalty box. At the 1st

stoppage of play thereafter, both teams will remove 1 player each to again return to a 4 on 3 situation.

3 on 3

Players will be added by the non-offending team to a maximum of 5 skaters on the ice at any one time. Players will return to the ice at the expiration of their penalty. At the 1st stoppage of play, the teams will remove players as to always remain as close to 3 on 3 as possible.

28. O/T Rules re SHOOTOUTS: At the Tournament Committee Director on hand's discretion to ensure the tournament remains and finishes on schedule, an overtime shootout may take place over a sudden death overtime period as outlined in #27 above. The shootout will be a 3 player rotation with different players. If still tied, the format becomes a sudden death shootout. Teams can choose the same player(s) for the sudden death portion of the shootout only if desired.

ADDITIONAL RULES:

- Insurance: All teams must carry a minimum of \$2 million dollars in team general liability insurance. A copy of this insurance certificate must be provided to the tournament division contact by May 15, 2010.
- The customary handshake will take place at the end of each game. The teams will line up on their blue line for Awards presentation after the handshake. Each team is required to choose their game MVP with the other team coach presenting the award.
- Game misconduct and game suspensions will count as 15 penalty minutes.
- Game Duration: Each game will be 2 – 15 minute stop time periods and a 20 minute stop time 3rd period with the following adjustment, if necessary:
 - a. The total elapsed time including ice cleans cannot exceed 105 minutes per game. The tournament reserves the right to make adjustments to accommodate for delays in schedule.

The Ice will be cleared after every game only.

Please Note: All teams are to be prepared to begin their games 15 minutes prior to start time. Each game will begin with a 5 minute warm up at the scheduled time. Any team who is not prepared to begin the game at the appropriate time will be required to serve a 2 minute minor penalty at the start of the game. In addition the clock will start at the appropriate scheduled time. Each game is allotted 5 minutes after the end of the 3rd period for handshakes and awards before ice clearing is to begin.