RULES

HOCKEY WEST ISLAND NOVICE/ATOME/PEE-WEE PROVINCIAL TOURNAMENT



CONTACT INFORMATION

The tournament to be held from March 30 to April 10, 2022 takes place in 2 different locations. Please take note of where your match will be held to avoid unnecessary delays.

Civic address: **Bob Birnie Arena**

58 Maywood Ave.

Pointe-Claire, Quebec, H9R 0A7

Phone: 514-630-1211

Westwood Arena Sports Center

750 Thorncrest Avenue Dorval, Quebec, H9P 2R5 Telephone: 514 633-4002

Website: hockeywestisland.org

Email: hwitournoinap@gmail.com

This booklet contains the rules of the PROVINCIAL NOVICE/ATOME/PEE-WEE HOCKEY WEST ISLAND TOURNAMENT, the procedure to follow for teams wishing to participate, as well as some information of general interest.

Results will be available at:

https://www.publicationsports.com/stats/tournoi/tpapwbhwi/index.html

Our tournament is sanctioned by Hockey Quebec.

REGULATIONS

1. Tournament management applies the rules that are in effect in Hockey Quebec's administrative rules book.

Règlements administratifs Hockey Quebec - Fev 2022

- 2. The Registrar will be at the entrance of the **Bob Birnie Arena** (58 Maywood Avenue, Pointe-Claire, Quebec, H9R 0A7) and at the entrance of the **Westwood Arena** (750 Thorncrest Avenue, Dorval, Quebec, H9P 2R5)
- 3. Before the start of the first match of the tournament, the manager or a team official must arrive one hour before the scheduled time of the match. Make sure you have your team binder with all the necessary documents:

The Hockey Quebec team tournament permit (not required for
2021-2022)
The team member registration form (including regular players, affiliated players,
and team officials) approved by an association, league, or region registrar —
SIGNED by all players and coaching staff prior to submission. (T-112)***
The league game schedule and tournament game schedule.
The score sheets of the last five (5) games of the team (regular season,
tournaments, and playoffs).
Tournament schedule as needed.

Reference: Hockey Quebec Administrative Rules (9.9.9. - Verification binder).

N.B. The team is responsible for recovering the binder immediately after its last game.

***Before each game, all players and team officials must sign the official registration form for signature verification (**HQ Admin rule 9.6.6 T-112**).

EARLY SCHEDULE: The committee reserves the right to start a game earlier. Teams must be ready to play at least fifteen (15) minutes before the scheduled time.

M9 (NOVICE) - festival style tournament

The game rules are those of the U-9 Half-Ice Program Operations Guide and the administrative rules are those of Hockey Québec in effect for the 2021-2022 season. Programme M9 (Novice) Guide des opérations Hockey Québec

Novice are guaranteed four games.

A team can play a maximum of two games during the same day.

Duration of the periods:

Game time will be allocated as follows:

Échauffement	2 minutes	
1 ^{re} période	21 minutes	
Pause	1 minute	
2º période	21 minutes*	
*La 2e période peut être prolongée pour profiter du temps de glace disponible.		

Time may be less in the event of delays in the game.

Duration of shifts:

Line changes are made every (90 seconds), the changes are made on an audible signal. No time outs will be granted.

There is no overtime for this category as stipulated by Hockey Quebec rules. M-9 Operations Guide Half-Ice Program, section 4.2.2 page 25.

Please limit the amount of parents in the dressing rooms (ie: tie skates and exit). Preferably, only coaches and managers should be in the room.

M11 (ATOM) - M13 (PEEWEE)

Jersey colors: The home team will wear DARK jerseys. Visitors: LIGHT. As per the tournament schedule, the team listed second is the home team. In case of confusion, teams should always have both sets of of jerseys with them.

Tournament formula: Each team is guaranteed to play a minimum of two (2) games. The duration of the periods will be 10-10-12 minutes timed.

After the second complete period, in the event of a difference of seven (7) goals the game will play in running time except for penalties.

One time out per team/per game will be allowed only for the semi-finals and finals.

Overtime and Shootouts:

Atom A & B, and Peewee A & B: In the case of a tie during preliminary rounds, there will be a single additional period of five (5) minutes with a roster of four (4) players per team plus a goalkeeper, with the exception of penalized players who must serve their punishment and the application of the rules of the Franc Jeu formula. The first goal scored ends the game. After this five (5) minute overtime period, if the tie persists there will be a shootout as stipulated in article 9.7.2.

<u>Atom C and Peewee C:</u> There is no overtime for these two divisions during preliminary rounds, which could end in a tie.

Overtime and Shootouts SEMIS & FINALS, all divisions:

In the case of a tie during Semis or Finals, there will one (1) 10-minute overtime period with a roster of four (4) players per team plus a goalkeeper, with the exception of penalized players who must serve their punishment and the application of the rules of the Franc Jeu formula. The first goal scored ends the game.

If after the overtime, a tie persists, there will be a 3-round shoot out and if still a tie, a sudden death shoot out will determine the winner.

Tie Breaking:

It is important to know that for each tiebreaker, the objective is to identify the best team or teams. Each criterias aims to eliminate one or more teams until the objective of identifying the best team or teams is achieved.

When there is a tie between two (2) or more teams, all of these teams are subject to the following points: For each criterias, only teams tied are retained until finally a criterias determines the first team. When the first team has been identified or eliminated, a second tiebreaker must be restarted with the teams tied, starting from the first criteria to determine the 2nd team if necessary and so on.

- A. The highest number of points.
- B. The highest number of wins.
- C. The best differential: total of goals 'for', less the total of goals 'against' in all games.
- Note 1: If a team does not show up for a game, the number of pointsfor and against in games played by other teams against such team shall not be included in the count.
- D. The team having scored the quickest goal in all games played.
- Note 2: If a team does not show up for a game, all games played against such team by other teams shall not be considered.
- E. The team having cumulated the most «Franc Jeu» points.
- F. By a draw.

We follow the rules of fair play and the rules of Hockey Quebec.

GENERAL INFORMATION:

PLAYER OF THE GAME: After each game, there will be the player of the game for each of the teams. A tournament volunteer will ask the head coach who will be the recipient from their team. The two teams meet on the blue line to receive the player of the game. The same player cannot be chosen twice.

ICE SURFACE: The ice will normally be resurfaced after 3 periods, at the end of each game. *This excludes Novice*

DRESSING ROOMS: Rooms will be available 30 minutes before the game. After the game, you have 20 minutes to vacate the room. The team staff is responsible for leaving the room clean after the departure of their team (putting all glasses, bottles, tape or other in the trash).

Only coaches, assistant coaches or managers are allowed in locker rooms or hallways leading to locker rooms. Parents must stay in the stands.

Players are prohibited from running in the stands for their warm-up.

RULES AND DISCIPLINE: The rules are the same as those governed by Hockey Canada and Hockey Quebec.

Any player or team member who engages in prejudicial personal conduct will be expelled from the tournament.

PROTEST: See Hockey Quebec administrative regulations (art: 7.4, p.75 and 76)

ON AND OFF-ICE OFFICIALS: All officials are certified by Hockey Quebec. The duties and supervision of officials are governed by Hockey Québec and not the tournament committee. Please direct any questions regarding officiating to the supervisor assigned to our tournament.

COACHING QUALIFICATIONS: Coaches must respect the qualifications required for their division (see Hockey Quebec administrative regulations 3.2 or 6.1).

HEALTH AND SAFETY REP: A team must have, among its coaching staff, a health and safety representative. The person holding the qualification of health and safety officer (PSSH) in hockey must be part of the staff who acts at the team level behind the bench during a game.

FIRST AID KIT: (Hockey Quebec Administrative Rules art. 7.7.10) During any hockey activity, all teams must have a first aid kit on the players' bench.

SHARPENING: Skate sharpening is available at Profile Hockey in the basement of Bob Birnie Arena. (There is NO skate sharpening available at Westwood Arena).

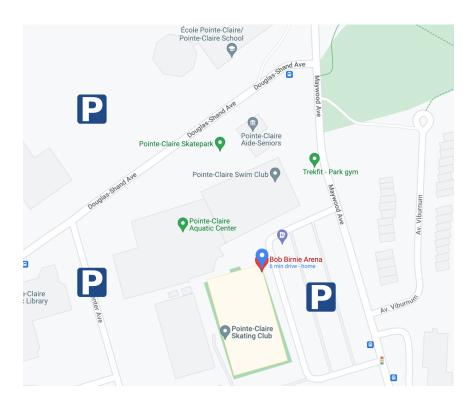
MISCELLANEOUS:

Hockey West Island and the organizers of the 25th PROVINCIAL NOVICE/ATOM/PEE-WEE TOURNAMENT OF WEST ISLAND HOCKEY are not responsible for lost or stolen items, accidents, or injuries that may occur before, during, or after games and activities of the hockey tournament, nor are they responsible for the cost of ambulance service, if required.

SCHEDULE CHANGE: Following situations, events, circumstances or other, and which are beyond the control of the organizing committee, the latter may, at any time, modify the schedule at its discretion. The committee's decision is final and without appeal. In addition, no modification to the schedule will be made on request, except in cases of force majeure.

IMPORTANT NOTICE: It is strictly forbidden for any parent to set foot on the ice at any time, even during the finals. Liability and insurance issue. Please notify your parents.

COVID-19 REGULATIONS: The tournament will respect the public health rules in effect at the time of the event. Follow the news on our Facebook page or via emails.



Good tournament to all!