



RULES

HOCKEY WEST ISLAND FULLER CUP

U9 - U11 - U13 provincial tournament

February 11 to 15, 2026

INFORMATION

The tournament from February 11 to 15th takes place in **two different locations.**
Please take note where your match will be held to avoid unnecessary delays.

**Bob-Birnie Arena**

58 Maywood Ave.
Pointe-Claire, Quebec, H9R 0A7
Phone: 514-630-1211

**Edgar-Rouleau Arena**

1450 Dawson Ave.
Dorval, Québec, H9S 1Y4
Phone: 514-633-4010

Website: hockeywestisland.org
Responsible: Karen Chan Kee
Email: tournoi@hockeywestisland.org

This booklet contains the rules of the HOCKEY WEST ISLAND U11 – U13 portion of the PROVINCIAL TOURNAMENT, the procedure to follow for teams wishing to participate, as well as some information of general interest.

SCHEDULES, STANDINGS & STATS

<https://page.spordle.com/tournoi-provincial-m9-m11-m13-de-west-island/schedule-stats-standings>

Our tournament is sanctioned and accredited by Hockey Québec. In the case of a dispute, the tournament director will rule and this decision will be final and without appeal.

When you arrive, the coach and/or manager must go to the registration desk to confirm the presence of their team and to be informed of the procedure to follow.

REGULATIONS

1. Tournament management applies the rules that are in effect in Hockey Quebec's administrative rules book.
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 **Edgar Rouleau Arena** (1450 Dawson Avenue, Dorval, Québec, H9S 1Y4).

REGISTRATION PROCEDURE BEFORE THE TOURNAMENT

SEND BY EMAIL IN PDF FORMAT NO LATER THAN JANUARY 10th, 2026:
(An email regarding tournament documents has already been sent to each team).

- Official Team Roster Form (T-112) (provided by your Association Registrar).*****
- Season schedule including playoffs, if applicable (available online).
- Game sheets for the team's last five (5) games (regular season, playoffs and tournaments, if applicable) (available online).

Email address for all documents: tournoi@hockeywestisland.org

In the subject line of your e-mail, please indicate the following for my reference: Team name, city and category (ex: Montreal Canadiens M9L2 or Quebec Remparts M13C).

The T-112 document is provided by your association. All players, regular and affiliate, and staff members must be approved. If you find that any member of your team is not approved (no green check mark), please contact your association for approval before sending.

***** Player and bench staff signatures on the T-112 are no longer required before each game. However, the following procedure may be applied by the tournament registrar in the event of a dispute, and only in the event of a dispute: The tournament registrar may request proof of identity (health insurance card or student card) to verify the identity of a member registered on the T-112 (player and/or bench staff). If a player is found guilty of name substitution, the team will be disqualified from the tournament.

All gamesheets will be electronic. A Coach/manager is required to confirm their line up with the registration desk before each game. If for any reason there are issues with the electronic game sheets, a paper scoresheet will be provided by the tournament. Results will then be transferred to Spordle.com

TOURNAMENT FORMULA

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 jerseys with them.

Round Robin tournament format

- Each team is guaranteed to play a minimum of two (2) games.
- For all round robin tournament games, a team will be awarded 2 points for winning a game, 1 point for a tie, and 0 points for a loss. The Franc jeu rules are in effect.
- There are two pools at each level.
Semi-finals: The Pool 2 first-place team will play against the Pool 1 second-place team, and the Pool 2 second-place team will play against the Pool 1 first-place team. The winners of both games will advance to the finals.
- Refer to HQ Administrative Regulation “9.7 Tie Breaking” for tie-breaking rules.

HQ 9.7 Tie Breaking

It is important to know that for each tiebreaker; the objective is to identify the best team or teams.

Each criterion 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 these teams are subject to the following points:

For each criterion, only teams tied are retained until finally a criterion determines the first (1st) team.

When the first (1st) team has been identified or eliminated, a second (2nd) tiebreaker must be restarted with the teams tied, starting from the first (1st) 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 least goals “against”
- D. The most goals “for”
- E. The team having scored the quickest goal in all games played

Note: If a team does not show up for a game, all games played against such team by other teams shall not be considered.

- F. The team having cumulated the most “Franc Jeu” points
- G. By a draw

GAME FORMAT

- There will be a two-minute warmup period.
- The duration of the periods will be 10-10-12 minutes timed.
- If there is a difference of seven (7) or more goals after the completion of the second period, the game will continue with running time until the end of the game even though the spread may diminish. Penalties are served using “stopped time”.
- One time out per team/per game will be allowed only for the semi-finals and finals.

OVERTIME AND SHOOTOUTS

ALL LEVELS

PRELIMINARY ROUNDS: There is no overtime during preliminary rounds, which *could* end in a tie.

ALL LEVELS

SEMIS & FINALS:

9.6 Overtime Periods

Article 9.6.1.

D. During semifinal and final games of each Hockey Quebec approved tournament, should the score be tied after the three (3) periods of regulation time and after “Franc Jeu” points have been tallied, there shall be overtime as follows:

- i. A single ten (10)-minute additional period in stopped time with line-ups limited to three (3) players and a goaltender, except for penalized players who must serve their respective penalties or for the application of “Franc Jeu” regulations. The first goal scored ends the game;
- ii. If the tie remains after this ten (10)-minute overtime period, there will be a shootout as described in Article 9.6.2.

9.6.2 Shootout

A. After each game of a tournament, if there is a tie between two (2) teams, the Coach will send a player who will attempt to score against the opposing goaltender. He does not need to inform the officials of the order in which his three (3) players will shoot.

Should the score still be tied after this first (1st) round, the coach shall designate, in turn and one at a time, players who will take part in the shootout. All players other than the goaltender must take part in the shootout before a player is permitted to return a second time.

B. A player serving a penalty at the end of overtime shall be allowed to take part in the shootout.

C. The shootout will be carried out as follows:

- i) The Home Team shall have the choice of shooting first (1st) or second (2nd);
- ii) Once this choice is made, the designated team sends its first (1st) player to attempt to score against the opposing goaltender. Then the opposing team does the same until all three (3) designated players of each team have had their turn;
- iii) The choice made by the coach does not indicate the order in which the players must appear at centre ice to take their shot;
- iv) Playing rules related to penalty shots are in effect; v) Shots are taken in turn and no simultaneous shots on the two (2) goaltenders will be accepted.
- vi) The team having scored the most goals in the completed round is declared the winner.

D. When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may not be the same as in the first (1st) round. However, for each full round, all players at the end of the game must participate in the shootout before a player may return for another try. The game ends when the tie is broken following an equal number of shots taken by each team.

GENERAL INFORMATION:

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

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.

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 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).

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).

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. 7.7.9) First Aid Kit: During any hockey activity, all teams must have a First Aid Kit at the players' bench.

SKATE SHARPENING: While there is skate sharpening available at both arenas, *their opening hours may not correspond to the tournament hours. Please ensure skates are sharpened before you arrive.*

CANTEEN: A canteen is available at Bob-Birnie Arena. Snacks will be available for purchase at Edgar-Rouleau Arena.



USE OF AIR HORNS: Although we encourage you to support your team in a dynamic way, we remind you that, in accordance with Hockey Quebec regulations (7.7.8) the use of compressed air horns or horns powered by a battery during games under the jurisdiction of Hockey Quebec is prohibited.

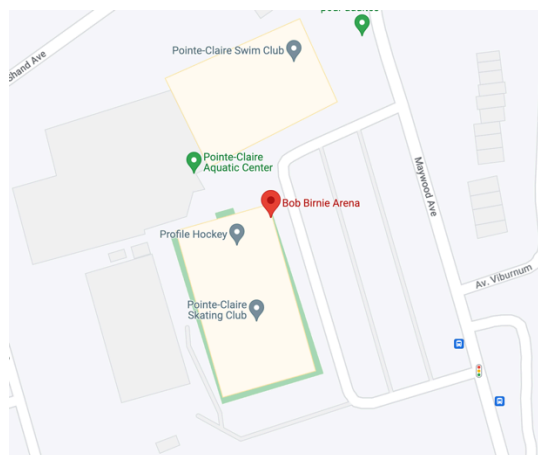
MISCELLANEOUS:

Hockey West Island and the organizers of the 29th WEST ISLAND HOCKEY U9 – U11 – U13 PROVINCIAL TOURNAMENT 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 as this is a liability and insurance issue. Teams, please notify your parents.

BOB BIRNIE ARENA
58 Maywood Avenue
Pointe-Claire, H9R 0A7



Edgar-Rouleau Arena
1450 Dawson Avenue
Dorval, H9S 1Y4

