



Pontiac Winter Classic Tournament Rules – U11-U13-U15-U18

GENERAL / ADMINISTRATION & PLAYING RULES

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO MAKE CHANGES TO THESE TOURNAMENT RULES (AT ANY TIME) IN ORDER TO ENSURE THE EFFECTIVE MANAGEMENT OF THE TOURNAMENT.

PLAYING RULES: The playing rules are those recognised by Hockey Quebec and the rules hereafter specified for this tournament.

LOCATION OF THE TOURNAMENT: All the tournament games will be played in the following arena: Shawville Arena, 215 Lang St., Shawville, Québec

ADMISSION: There is no admission charge for anyone during the tournament. Spectators are welcome.

TIME OF ARRIVAL AT THE ARENA: For each team's first game of the tournament, the team manager (or responsible person) must be at the registrar's office (Shawville Arena, booth located on visitor's side in upper corner) sixty (60) minutes before the game. For all other games, each team must be at the arena at least forty-five (45) minutes before the scheduled time for that game. For those games scheduled at 8:00 AM, you only need to come to the arena forty-five (45) minutes before that game. All teams must be ready to play fifteen (15) minutes before the time scheduled for the game.

FORMS TO BE USED: Teams wishing to compete in the tournament must complete the player's list form using block letters and provide the Tournament Registrar with a tournament permit where such regulations apply (i.e., Quebec teams). For teams from outside Quebec, the tournament team requires a "Travel Permit" issued by the branch or the association of which they are a member.

VERIFICATION DOCUMENTS: Electronic Verification documents are required from a team wishing to participate in a Hockey Quebec special activity (tournaments and championships):

- The Official Team Roster Form approved by an Association or Regional Registrar (T112).
- Scoresheets for the team's last five (5) games (regular season, tournaments, and playoffs).
- The team's Tournament Permit.

NUMBER OF GAMES: Each team is guaranteed at least 3 games during the tournament.

MINIMUM NUMBER OF PLAYERS (Hockey Quebec 7.2.1): At the single-letter level, a team must show up at the beginning of the game with a minimum of six (6) players in uniform and one (1) goaltender.

MAXIMUM NUMBER OF PLAYERS (Hockey Quebec 7.2.2): Each team may have a maximum of 19 players in uniform for a game divided as follows: 17 players and one (1) or two (2) goaltenders.

LENGTH OF GAMES:

All the games will be composed of two 10-minutes periods, stopped time; one 12-minute period, stopped time. Two (2) minutes will be allowed for teams to warm up before each game. If the tournament is running late, the warmup period can be cancelled or shortened.

Preliminary Games – there will be a Time Clock with fifty (50) minutes on it (which will begin at the start of warmup) and the Game Clock. Whichever clock runs out first will determine when the game ends.

Minor penalties will be 2 minutes stop time (unless opposing team scores), and major penalties will be 5 minutes stop time.

Championship Games (semi-finals/finals) – full games are played with no Time Clock.

There will be a sixty (60) second rest time between periods.

If there is a difference of seven (7) or more goals after the completion of the second period, continue the game with running time until the end of the game even though the spread may diminish. (Minor penalties will be 3 minutes runtime (or until a goal is scored), major penalties will be 7 minutes runtime)

Note: There is no mercy rule due to goal differential being one of the criteria for the tiebreaker.

The ice will be resurfaced when the game ends.

TIME OUT: There are no time-outs allowed during the preliminary games. One (1) thirty (30) second time out will be allowed, for each team, in the championship games (semi-finals/finals).

Note: No time-out is allowed when playing running time.

TEAM COLORS: The Home team will wear dark colored sweaters, and the Visitor team will wear light-colored jerseys. In the case of one team only having one set of jerseys the team with two sets will change to a non-conflicting color. If the sweaters of the competing teams do not "contrast" sufficiently, the visiting team will be obliged to change their sweaters.

EQUIPMENT (Hockey Quebec 7.2.5): Every player must wear the mandatory equipment approved by his/her hockey association.

TOURNAMENT POINTS: Four (4) points for a win, two (2) points for a tie and zero (0) for a loss + 2 points per period won or 1 point per period tied, maximum 10 points per game.

Four (4) teams division (1 pool per level): 1st and 2nd place teams at each level will play in the championship game.

For a three (3) pool tournament, the top team from each pool will advance to the semi-finals. The wild card team is the 4th overall in the standings. The first-place team will play the wildcard team.

TIE-BREAKING RULES: It is important to know that for each tiebreaker; the goal is to identify the best team or teams. Each criterion aims to eliminate one or more teams until the goal 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 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 second team if necessary and so on.

1. The highest number of wins.
2. The head-to-head result involving the teams tied (two-way ties only or if one team has beaten all others they are tied with) (If applicable)
3. The least goals "against."
4. The most goals "for."
5. Team with the least amount of penalty minutes.
6. The team having scored the quickest goal in all games played.

Note 1: If a team does not show up for a game, all games played against such team by other teams shall not be considered.

7. By a coin flip.

OVERTIME REGULATIONS (Hockey Quebec 9.7):

There is no overtime during the preliminary games.

Overtime period – Semi-Finals & Finals only (Hockey Québec 9.7.1), during semi-final and final games of each Hockey Quebec approved tournament, should the score be tied after regulation, there shall be overtime as follows:

A single 5-minute additional period in stopped time with line-ups limited to four (4) players and a goaltender. The first team to score a goal will end the overtime period.

If the tie remains after this ten (10)-minute overtime period, there will be a shootout as described in Article 9.7.2. (See Appendix II)

SHOOT-OUT (Hockey Quebec 9.7.2): Please refer to Appendix I for details.

RESPONSIBILITY IN CASE OF INJURIES: The Tournament Committee or the volunteers cannot, at any time, be held responsible for injuries incurred by the hockey players, the coaching staff or anyone else participating in the tournament including spectators.

INJURED PLAYERS: When a player is injured during a game, the team's trainer, on the referee invitation, will look after the injured. If a player is injured during "running time", the timekeeper will only stop the time if asked to do so by the referee. (See Appendix II)

GOALTENDER (Hockey Canada 2.4 (c)): If a goaltender goes to the Players' Bench due to an injury and an alternate goaltender is dressed, the alternate goaltender must replace them, so that play may resume immediately. No warm-up will be permitted for the alternate goaltender.

In cases where an alternate goaltender is not dressed, the injured goaltender will be allowed 10 minutes to recuperate. If a replacement is necessary for the injured goaltender, an additional five minutes will be allowed, for a total of 15 minutes. Once the additional 5 minutes is allowed, the injured goaltender must remain off the ice until the next stoppage of play. For a violation of this rule, the goaltender will be penalized under Rule 10.1 (a) – Delay of Game.

PLAYERS UNDER SUSPENSION: Any player, who is presently under suspension by the Canadian Minor Hockey Association (CMHA) or any organization recognized by the CMHA, is not allowed to participate in this tournament if they are still serving their suspension.

DISCIPLINE COMMITTEE (Hockey Quebec 11.3): The Discipline Committee for the tournament will consist of a minimum of three (3) representatives with a president.

PROTESTS (Hockey Quebec 7.4): Any protest must be studied by the appropriate governing body appointed for such purposes

No protest pertaining to the judgement by an official (Referee, Linesman, etc.) may be considered. The official's decision in such matters is final.

Any protest pertaining to an official's decision on the application or non-application of a playing rule must be made by a member in good standing.

The protest is receivable only if it is done by following the following steps:

First Step: A notice of protest must be given to the Referee at the time of infraction or the next stoppage of play. The Official must have the notice registered on the scoresheet, specifying the moment it was given to him.

Should this step not be completed, the protest is not receivable.

Second Step: During tournaments, playoffs, regional, interregional or provincial championships, the team involved must follow-up on its protest in writing no later than one (1) hour after the conclusion of the game to the registrar or designated Event Officer where the game was played and be accompanied by a cash deposit of two hundred dollars (\$200).

Deposits will be remitted only if the claimant obtains a favorable decision.

In the case of tournaments, and championships, the decision of the Discipline Committee with which the protest was lodged is irrevocable and cannot be appealed.

In cases where a team does not follow up on its protest, it will be given a fine equal to half the deposit given.

GAME MVP's: Two (2) MVP's will be selected each game; 1 per team. MVP's will be chosen by individuals who are selected by the members of the tournament committee. No player can win an MVP more than once (1) in the tournament.

Fighting Penalties: Any player receiving a penalty for Fighting will automatically be suspended for the remainder of the tournament.

APPENDIX I

Hockey Québec (9.7.2)

1. Standard penalty shot rules apply:

- Shooter must move forward.
- No rebounds.
- One continuous attempt.
- Goalie must stay in the crease until the shooter touches the puck.

2. Eligible shooters:

- Any player on the game sheet can shoot.
- Players serving penalties may still shoot.

3. Home team chooses to shoot first or second.

4. Each team picks 3 shooters.

No need to give the order ahead of time.

5. Teams alternate shots.

After all 3 shooters go, the team with the most goals wins.

6. If still tied → Sudden death.

One shooter at a time per team.

Coaches choose who shoots each round.

Every player must shoot once before anyone shoots a second time.

7. The shootout ends immediately

when one team scores and the other does not in the same round.

Appendix II

Rule 2.1(b) – Team composition:

A team may not have more than 5 team officials on the player's bench. Of these, at least one (1) safety officer must have completed Hockey Canada's Safety Program training.

If at anytime during a game, a team does not have one (1) safety officer on its bench staff who has completed Hockey Canada's Safety Program training, it may, if necessary, call upon the opposing team's qualified safety officer, subject to the opposing team's approval.

When a qualified individual from the opposing team is used, the scoresheet notes must reflect this.

- The safety officer does not need to be physically present on the player's bench
- If one team's safety officer is absent, the teams may share the same individual (subject to opposing team's approval)
- It is not the responsibility of the on-ice officials to verify the presence and/or certification of this individual. Their sole responsibility is to ensure that both teams have completed the scoresheet. The accuracy of this information is the responsibility of the teams, not the on-ice officials.