

# ATEQ HOCKEY AAA

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## **2011 TOURNAMENT RULES**

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This document presents the rules and regulations for all A.T.E.Q. AAA HOCKEY (ATEQ) for the 2011 season.

All ATEQ members: organizations, teams, coaches, managers and players must respect the ATEQ rules.

All members must show respect towards officials, referees, employees and tournament personnel. An ATEQ member not respecting this rule may be sanctioned with a fine, a suspension or any other appropriate action.

## **1. General rules**

- 1.1. The tournaments will be played according to Hockey Canada and Hockey Québec governing rules except for the herein rules.
- 1.2. The organizing committee has the final word on the interpretation of all the regulations.
- 1.3. The admission fee for the spectators is seven dollars (\$7) per adult, per day. A tournament pass, giving an adult an unlimited access for the period of the tournament, can be sold for fifteen dollars (\$15).

## **2. Games**

- 2.1. For pre-novice, minor novice, major novice, minor atom and girls hockey, there is no body check allowed.
- 2.2. All games will be played with three (3) periods of twelve (12) minutes each, all of which are stopped time.
- 2.3. Each team is allowed one (1) thirty seconds (30) time out per game.
- 2.4. The rink will be resurfaced between the second and third period of every game.
- 2.5. There are no equipment penalties allowed: stick measurements, torn pants, untied jersey, missing pieces or any other.



- 2.6. In the event that a goaltender gets injured and that no other goalie is available on the bench, a player must replace the goalie on the ice, until a substitute goaltender gets dressed and is available.
- 2.7. A maximum of four (4) persons are allowed behind the bench of a team during a game.
- 2.8. **When there is a difference of five (5) goals after two (2) periods, the game is played with continued time. If the difference is reduced to less than five (5) goals, the game returns to stopped-time mode.**
- 2.9. A team that does not show up for a game, without any valuable reason, is disqualified from the tournament.
- 2.10. In the event of a power outage, injury or other reason the tournament organization has no control over, a delay of a maximum of thirty (30) minutes is accepted. After that delay, the game ends and the score at the point of the incident is considered final.
- 2.11. In the event that a game is stopped by the referees or the tournament organization, the score at the point will be considered final.
- 2.12. A team must have at least six (6) players and a goaltender to start a game.
- 2.13. A team must not exceed a maximum of fifteen (15) players and two (2) goaltenders, for a maximum of seventeen (17) players dressed for a game.
- 2.14. An affiliate player can play a game only in replacement of a regular player.
- 2.15. For all games where body checks are permitted, three (3) referees must officiate the game.



### **3. Pre-game**

- 3.1. Teams must be present 45 minutes before the scheduled time of a game.
- 3.2. For every game, a team must be ready to jump on the ice fifteen (15) minutes before the scheduled time.
- 3.3. In the event that both teams have similar colours that, according to tournament officials, can create confusion on the ice, the visiting team must switch jerseys for a contrasting colour. A set of sweaters can be supplied by the tournament organization.
- 3.4. A warm-up period of three (3) minutes is allowed before each game. Time starts when the first player hits the ice.

### **4. Preliminary round**

- 4.1. Each team is guaranteed a minimum of four (4) games in a round-robin formula.
- 4.2. According to a game's score, are attributed: two (2) points for a win, one (1) point for a tie and zero (0) for a loss.
- 4.3. There is no overtime even if the game is tied after the three regulation time.
- 4.4. A team that refuses to start a game or that does not have enough players to start a game, automatically loses the game with a 5 to 0 score. The winning team in such a situation gets credited with a 2 to 0 win.
- 4.5. For statistical purposes and tie breaking rules, a team cannot win by more than five (5) goals.
- 4.6. A team that leaves a game gets credited with a loss of a five (5) goal difference for statistical purposes.



## ***5. Tie-breaking procedure***

- 5.1. If two or more clubs are tied in points during the preliminary round, the standings of the clubs is determined in the following order:
  - 5.1.1. The most wins.
  - 5.1.2. The greater number of points earned in games between the tied teams.  
Note: this only applies if all teams played one another
  - 5.1.3. The greater differential between goals for and against for the entire preliminary round. Rules of section 4.5 above must be applied in the goals calculation.
  - 5.1.4. The least amount of goals allowed during the preliminary round.
  - 5.1.5. The earliest goal in any game played between the tied teams.
  - 5.1.6. The lowest penalty minutes average in all games of the preliminary round.
  - 5.1.7. Drawing.
- 5.2. Once the ranking of one team is determined, the process is restarted at 5.1.1 with the remaining tied teams.

## ***6. Playoff round (semi-finals and finals)***

- 6.1. When the score is tied after the three regulation periods, the game will continue with one five (5) minute overtime stopped-time period, playing 4 on 4, except for the penalised players which must serve their penalties. The first goal ends the game.
- 6.2. After that five minutes overtime, if the game is still tied, the game will continue with one five (5) minute overtime stopped-time period, playing 3 on 3, except for the penalised players which must serve their penalties. The first goal ends the game.

Note for articles 6.1 et 6.2 above above:



If a penalty creates a one player advantage play for a team, it will be played 4 on 3. For a two player advantage, it will be played 5 on 3.

A penalised player can jump on the ice at the end of it's penalty. At the following stop of the play, the number of players is adjusted according to the remaining penalties

The delayed penalty rule (réf. Hockey Canada article 34) only applies to a penalty to a third player.

- 6.3. If the game is still tied after the second five minute overtime, there will be a shootout.

## **7. Shootout**

- 7.1. After each playoff game, if the game is still tied after the two overtime periods, there will be a shootout. The referee will ask each team's coach to designate three (3) players for the first shootout round. If it is still tied after the first round, the coaches will designate players one at a time. All players must participate in the shootout, except for the goalies, before a player can participate a second time.
- 7.2. A player that has remaining penalty time at the end of all overtime periods is allowed to participate in the shootout.
- 7.3. The shootout will proceed as follows :
- 7.3.1. The home team will identify the team that shoots first.
  - 7.3.2. Once that choice is made, the designated team sends it's first player that tries to score on the opposing goalie; then the first player of the other teams does the same, until all three (3) players of each team has completed the first round.
  - 7.3.3. The penalty shot rule applies.
  - 7.3.4. The shots are taken alternately. No simultaneous shots on both goalies will be allowed.
  - 7.3.5. The team with most goals in a complete round wins the game.



- 7.3.6. All available players at the end of a game must participate in the shootout before a player can participate for a second time.
- 7.3.7. When a second or third round is necessary, the order of which players are designated may not necessarily follow the order of the previous round.

## **8. Penalties**

- 8.1. Minor penalties are two (2) minutes.
- 8.2. Major penalties are five (5) minutes.
- 8.3. For a **MINOR + MISCONDUCT** penalty: there is no additional suspension. The player is expelled for the rest of the game. If this penalty occurs when there is less than five (5) minutes to play in a game, the player is automatically suspended for the following game.
- 8.4. For a **MAJOR + MISCONDUCT** penalty: the player is expelled for the rest of the game and is suspended for one (1) game.
- 8.5. If a penalty is called for an attempt to injure, the player is expelled of the game and suspended for two (2) games. Examples: spearing, butt end.
- 8.6. For gross misconduct penalties, rule 8.5 above applies. Examples : spitting.
- 8.7. A coach ejection of the game is undisputable and irrevocable.
- 8.8. A suspension that is not totally purged in the course of a tournament is reported to the players following tournament.
- 8.9. A decision for a suspension is final and irrevocable.
- 8.10. For any blow to the head, rule 8.4 is applied.**



## **9. Protective equipment**

- 9.1. All players must wear a helmet and full face protection that are CSA or AHAUS approved.
- 9.2. All players must wear a neck protector. This rule only applies to Canadian teams.

## **10. Dressing rooms**

- 10.1. The dressing rooms must be left twenty (20) minutes after the end of the game. Teams collaboration is essential to keep the dressing rooms clean.



## **11. *Players registration.***

11.1. Each team must register its players to the ATEQ administration before April 10 preceding the beginning of the season, except for the Major Bantam category which is opened and its players do not need to be registered.

11.2. A team can register up to fifteen (15) regular players and two (2) regular goaltenders.

11.3. A team can register up to two (2) affiliate players and one affiliate goaltender.

A team that registers less than 15 regular players is limited to only two affiliate players. A team that registers only one regular goalie, is limited to one affiliate goaltender.

11.3.1. Exceptions to rule **Erreur ! Source du renvoi introuvable.** :

**11.3.1.1. A Major Pee-Wee or Minor Bantam team may register up to five (5) affiliate players and one affiliate goaltender.**

A team that registers less than 15 regular players is limited to only two affiliate players. A team that registers only one regular goalie, is limited to one affiliate goaltender.

11.3.1.2. The Major Bantam category being open, there is no need to register affiliate players.

11.4. Only registered players of a team can participate in tournament games.

11.5. A regular player, member of the ATEQ, must be registered with only one team of the ATEQ. A regular player or goaltender member of the ATEQ, may not be registered as an affiliate player of another ATEQ team, except in the case of a superior category (réf rule 11.9)

11.6. An affiliate player, member of the ATEQ, can be registered with more than one ATEQ team.

**11.6.1. An affiliate player can take part in a game only if replacing a regular player. Thus, that regular player may not participate in the game.**



- 11.7. A registered player must respect the maximum required age of the category he is registered in.
- 11.8. A regular player may be registered with only one team for all the ATEQ tournaments. The player is listed as part of that team for the whole season. If that team as ended it's season, the player does not become a free agent and does not become available for the other teams. The registered player remains the property of the team he was registered with.
- 11.9. Exception to rule 11.5 : a player can be registered as a regular or affiliate in a team in a superior category than the one he is officially registered with. However the two teams must be within the same organization.

## ***12. Player eligibility.***

- 12.1. All players are required to sign the registration form before each game it plays, whether he's a regular or affiliate player.**
- 12.2. To take part in a semi-final or a final game, a player must have played in at least two (2) of the four (4) preliminary round games.
- 12.3. Each team must carry at all times it's team registration book to prove players ages: health care cards or original birth certificates can be requested if needed by the tournament organization.
- 12.4. To be eligible, a player must be registered on the team line-up of the game. The player must also be officially registered with the ATEQ administration with the team he is playing for in the tournament.
- 12.5. Any player must be able to prove it's age on request from the tournament organization. In the case the player can not prove it's age, he will not be allowed the participate in any tournament game, until is age is proven.
- 12.6. A player's eligibility and the proof of it is the responsibility of the members: players, coaches and managers of the requested party.
- 12.7. A player can only play for one (1) team in a tournament.



### **13. *Discipline and protests***

- 13.1. Any team member: player, coach or manager, penalised or ejected from a game is subject to the disciplinary code of the tournament organization committee.
- 13.2. A second suspension within a tournament for the same member automatically suspends the member for the rest of the tournament.
- 13.3. A major penalty in the last five (5) minutes of a game or overtime will count for a first infraction and a one game suspension will be given to the player.