



AUGUST 13, 14, 15, 2021
TECHNICAL PACKAGE
RULES & REGULATIONS

Fred Sasakamoose "Chief Thunderstick" National Hockey Championships is not responsible for any injuries, lost or stolen items.

1. TEAM ELIGIBILITY

- a) Only registered First Nation - Inuit communities are eligible to enter as a team. Registered First Nations teams can use alternate names; however, the team must be identified as a Registered First Nation or Community. *i.e., Sandy Lake Chiefs is the team name, the registered First Nation "Ahtahkakoop" is the Identified Band,* the host committee considers Inuit communities in the same category.
- b) If a team does not show for a game. That team will be removed from the tournament immediately. If travel is the contributing factor to a no show, the committee will take that into consideration.

2. PLAYER ELIGIBILITY

Who can Participate?

1. First Nations
2. Metis
3. Inuit

It's the Team's responsibility to ensure each player and goalie has proof of ancestry. Documentation will be required!

3. TEAM COMPOSITION

1. This tournament is "play for your own reserve or Inuit community" with an allowance of an **import rule**.
2. All players that are not imports must be registered to the Identified Band and will be required to have proof of First Nation or Inuit registration.
3. **If a Team from your First Nation is entered and playing, and if a player from that First Nation is playing on another Team, the player will not be considered an import and will be an ineligible player. The game will result in a loss.**
4. All Imports must be of aboriginal ancestry and will be required to have proof of ancestry.
5. Midget aged players will be Eligible to play and must wear full facemask and neck protector in accordance with SHA guidelines.

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4. GENERAL MANAGER AND STAFF

1. It is mandatory for each team to assign a General Manager. The National Hockey Championship committee will deal directly with the assigned manager on all aspects of the event and game details. Any issues raised with the event in all aspects will be dealt through the teams Manager.
2. The General manager will have the responsibility of submitting and signing off final rosters.
3. Each team will be allowed to list a Coach, two (2) assistant coaches, two (2) trainer/medical staff.
4. Event tags will be provided to the team staff. Only those listed individuals will be allowed on the team bench or considered team staff. Anyone without proper team identification will be removed from bench. All teams will pay the daily gate admission.

5. IMPORT ELIGIBILITY & GOALIE RULE

1. Each team is allowed three (3) skating player imports, in addition to the three skating player imports, a Goalie import will be allowed if needed. (An example, Sandy Lake Chiefs could have three skating imports plus a goalie import, if required).
2. All Imports and Goalies must be of Aboriginal descent and must be clearly identified on Game Sheets and players lists with an (I) or (Import).
3. The Goalie import cannot be exchanged for a skating player import.

6. GOALIE & PLAYER RELEASE

1. The Team General Manager will have the sole discretion and authority to release a goalie/player from their First Nation/community to participate for another team in the Chief Thunderstick National Championship.
2. A Goalie/Player release form will have to be signed by the Team General manager from the releasing team and in addition, signed by the General Manager on the accepting team.
3. Goalie/Player releases will be accepted 10 days prior to the event.

7. GAME INFORMATION

1. All Games will start on the scheduled time. A team must ice 5 players and a goalie to begin the game. If a team does not have the minimum number of players to start the game, a goal will be awarded every 5 minutes. At the end of 15 minutes of a game not starting, the game will be considered a default and the winning team will be awarded a 3 – 0 win.
2. All Games:
 - a. 1st period 15 minutes straight time.
 - b. 2nd period 15 minutes straight time.
 - c. Third Period 20 minutes Straight time with the last 5 stop time if 3 goals or less.
3. Final game will be 3 periods. 1st and 2nd periods will be 15-minute straight time and 3rd period will be 20-minute Stop time.
4. A 7 Goal “Mercy Rule” is in “effect” at any time during the start of the game. The maximum goal difference allowable will be 7.

8. TEAM UNIFORMS

1. Teams must carry Home and Away jerseys.
2. Home teams will wear Dark colours and visiting will wear Light.
3. It will be mandatory to have Matching uniforms, that include socks. A player will be asked to leave the ice if the jersey or socks do not match.

9. TOURNAMENT DRAW TYPE

POOL DRAW: ROUND ROBIN

1. Four (4) or Five (5) Teams per Pool.
2. Teams will have a Three or Four Game Guarantee.
3. Points will be awarded in the Round Robin as follows:

Win	2 Points
Tie	1 Points
Loss	0 Points

4. In the case of a tie in a pool at the end of the Round Robin play, the pool standings will be determined as follows:
 - a) the winner of the game between the two tied teams, or
 - b) if that game ended in a tie, the team with the better record of goals for and against (goals for minus goals against, divided by goals for plus goals against - highest fraction wins) or
 - c) if again there is a tie, the team that scores the first goal in a game between the two tied teams.
 - d) In the event of a tie between three (or more) teams for first place, pool standings will be determined by:
 - I. The best records of goals for and against as per sections (4b) above, and
 - II. If a tie still exists then the provisions of section (4a) and (4c) above, in that order, will be applied.

SINGLE ELIMINATION CHAMPIONSHIP DRAW

1. Top Two Teams from each pool qualify for Single Elimination Championship Draw.
 - a. First place in a Pool will play a 2nd place team in a different pool.
 - b. Seeding will be determined on Saturday via a draw with team managers that can be present.
2. Teams tied at completion of games. The following will determine the winner of games:

- a. **Three on Three**, overtime game with two 5-minute straight time overtime periods with end switch at completion of first 5. First goal wins the game.
- b. If remains tied, **three-person shootout** and if not complete, one new shooter added until complete.

10. TOURNAMENT RULES

1. All games will have minimum three (3) officials, all certified by respective association.
2. SHA official's rules will apply with the exceptions as stated within the technical package.
3. The First Game roster will be considered final and no additions or changes will be allowed.
4. Minor Penalty will be 3 minutes in Straight time and 2 minutes in Stop Time.
5. Misconduct will be 10 minutes.
6. Major Penalty will be 6 minutes in Straight Time and 5 Minutes in Stop Time.
7. **Player who receives Gross or Match Penalty will be ejected from Tournament.**
8. **Any abuse of Officials on or off ice will be ejected from Tournament.**
9. **Fight Rule :1st Fight, player will be ejected from Game. 2nd Fight, player will be ejected from Tournament.**
10. Visors are optional and will be the sole discretion and decision of each player. The committee strongly advises their use. Midget aged players will require Full Face mask and neck protector.
11. Officials decisions in game are Final.
12. No Drugs or Alcohol allowed in arena or Dressing Room. Players under the influence will be ejected from the game.
13. In the event of an Import/ Goalie listed on two or more rosters. Once the player steps on the ice before or during a game for the first team, the Player will be considered iced and will be considered ineligible for another team.
14. Teams will be able to register and dress a maximum of 20 players.
 - a. 18 Skaters
 - b. 2 Goalies

11. PROTEST

1. Officials in game decisions (calls) will not be protested as they are deemed final.
2. Player Eligibility, Team Eligibility, Import Rule and First Team roster will be the only areas that can be protested.
3. 10 Minutes after the completion of a game, a team representative will provide a \$500.00 non-refundable protest Fee. The protest committee will meet immediately to determine final ruling.

12. PRIZE PAYOUT

All Prize Money is Guaranteed.

- First Place TBD
- Second Place TBD
- Third Place TBD

13. TEAM DEPOSIT

Teams may be required to submit a \$500.00 deposit to hold their team spot. If required, this \$500.00 deposit will be given back to each team in cash, upon the completion of their First Game.

14. SANCTIONING

This event is a non sanctioned event. It will be the Chief Thunderstick National Championship goal to sanction the event, teams and players. In the event there will be a sanctioning requirement, proper notice will be provided to the team General Manager. Each team should consider a teams insurance package for travel and liabilities.

The Chief Thunderstick National Hockey Championship will not be responsible for injuries, lost or stolen items. The committee will have 1st Responders and Security available throughout the event.

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