

2023 ORION CUP RULES

US/CANADA HOCKEY RULES WILL GOVERN WITH THE FOLLOWING MODIFICATIONS FOR THE TOURNAMENT

1. COMPOSITION OF TEAMS

Each team may register 20 players, but only 18 including 2 goaltenders may dress for each game. Players not dressed for a game are not allowed on the bench. A minimum of 11 players, including 1 goaltender, are required at the start of a game. A maximum of 5 team leaders (Coaches/Manager/Trainers) will be allowed on the team bench during a game.

2. PLAYERS' ELIGIBILITY LEVELS AND BIRTH DATES

2012	January 1 – December 31, 2012 OR YOUNGER
2011	January 1 – December 31, 2011 OR YOUNGER
2010	January 1 – December 31, 2010 OR YOUNGER
2009	January 1 – December 31, 2009 OR YOUNGER

3. TEAM ROSTERS

Each team must submit a team list (online) of players eligible to play in The ORION CUP May 15, 2023. A team's roster is frozen at the time the team starts their first game; no additions will be permitted.

Birth certificates for all players must be carried with the team and be available for inspection. Emergency changes only will be allowed if approved by the Tournament Committee. In extreme situations, a team may submit missing documentation IN PERSON to the Tournament Chairman.

4. DRESSING ROOMS

Dressing room assignments will be posted each day on the Main display board in the arena(s). Each team must be in their respective rooms at least 30 minutes prior to the posted start of their game.

If dressing room key is not available, a key to the dressing room can be obtained from the arena office prior to each game. Any damage to the room will be charged to that team (if you see any damage when you first enter your room, please contact the arena attendant or tournament office immediately).

The tournament committee would appreciate if all dressing rooms were clean and free of debris after each use.

The Orion Cup is not responsible for lost, damaged or stolen property.

5. HOME & VISITING TEAMS

The first team listed on the schedule is the HOME team and will be identified on each schedule.

ALL TEAMS MUST ARRANGE TO HAVE A SET OF BOTH LIGHT AND DARK JERSEYS. **The home team will wear light coloured jerseys.**

6. COMPLETING THE GAME SHEET

Game Sheets will be provided for each game. Starting line-ups will not have to be identified.

7. GAME STARTS

The intent is to start all games at the posted time. In the event that adjustments are required, they will be posted at the Tournament office. Teams must be prepared to play 15 minutes prior to the scheduled start time.

8. ON ICE OFFICIALS

All referees are MAHA approved and are under the direction of their Chief Assignor. Any complaints should be directed to the tournament office who will have the Assignor in charge deal with your complaint.

9. PRE-GAME WARM-UP

Teams will be allowed a five (5) minute warm-up at the beginning of the game. Warm up pucks are provided. Teams must stay on their side of the centre red line. Team players are not to conduct stretching exercises between their centre red line and their blue line. Teams must be ready to begin the game as soon as the referee blows the whistle.

10. ORDER OF LEAVING THE ICE

The referee shall determine which team leaves the ice surface first. Any team leaving prior to the referee saying may be levied a penalty.

11. ICE FLOODS

Ice floods will occur after every two periods of play, which will commence with the next game of the day. Teams will be given a 15-minute break while the flooding is done. When there is no flooding between periods, each team will be given a 2-minute break. For games that are starting with no flood, teams should be ready to begin their warm-up immediately following the preceding game.

12. MANDATORY EQUIPMENT

Helmets and full-face protectors are mandatory for all players. Mouth Guards and Throat Protection will be required if they are required by their local hockey association. Players not conforming to these standards will not be allowed to play until the required equipment is in place. If a player, except a goaltender, loses his/her helmet during the play, that player must immediately stop and pick up his/her helmet and put it on, or leave the ice surface. All helmet straps must be reconnected prior to re-entering the game. If a goaltender loses his/her face mask play will be stopped immediately.

13. ALTERNATE GOALTENDER

ALL alternate goaltenders ARE REQUIRED to wear protection while the game is in progress. The alternate goalie must be prepared to play at all times. An injured goaltender must be replaced within two (2) minutes (unless seriously injured). A goaltender coming in to replace an injured goaltender will be allowed a two (2) minute warm-up. Should the starting goaltender return to play, no further warm-up will be permitted. During any game, this warm-up shall be used only once per new goaltender.

14. MERCY RULE

All games in the tournament are 15-minute stop-time periods. Should a team have a lead of 5 goals or more at ANY TIME during play following the drop of the puck, running time shall apply. Should this lead revert back to less than 5 goals, stop time will resume. This mercy rule will apply to ALL games of the tournament.

15. PENALTIES

The clock will not be stopped during straight time (i.e., when the mercy rule is in effect) while the referee deals with any penalties.

(a). Penalties during Stop-Time

Minor: Two (2) minutes

Major: Five (5) minutes

Misconduct: Ten (10) minutes

(b). Penalties during Mercy Rule

Minor: Three (3) minutes from the drop of the puck

Major: Seven (7) minutes from the drop of the puck

Misconduct: Fifteen (15) minutes from the drop of the puck

16. ROUND ROBIN PLAY

There will be no overtime in the Round Robin games.

Points will be awarded as follows: Two (2) for a win, One (1) for a tie None (0) for a loss.

17. PLAYOFFS

The playoff format will be adjusted to reflect the number of teams in each division. The seeding of teams will be based on where they ended up after round robin play.

- 2009 - Top 2 teams after Round Robin play advance to the Championship Game. All other teams are eliminated.
- 2010 - Top 2 teams after Round Robin play advance to the Championship Game. All other teams are eliminated.
- 2011- Top 2 teams after Round Robin play advance to the Championship Game. All other teams are eliminated.
- 2012 – Teams are seeded 1-4 after Round Robin play. The 1st place team will play the 4th place team, and the 2nd place team will play the 3rd. The winning teams will advance to the Championship Game. The losing teams are eliminated.

18. OVERTIME IN PLAYOFFS

If teams are tied at the end of regulation time, there will be a two (2) minute break with no ice flood. After the break five (5) minutes will be put on the clock and played out at stop-time with five (5) skaters on each side. The first team that scores shall be declared the winner at any point

during the overtime. If there is still a tie at the end of the first five (5) minutes overtime, another twenty (20) minutes will be put on the clock and be played out with three (3) skaters on each team. Play will continue until a winner is declared. In the event that there is a penalty with five skaters on each team, the penalized team will play a man short until the penalty has expired.

If there is a penalty near the end of the five-(5) skaters per team overtime, the penalty will carry into the next overtime (four (4) skaters on one team, three (3) skaters for the penalized team). When the penalty expires, then the penalized player will enter the game. Game will continue as four (4) on four (4) until the next stoppage in play and will revert back to three (3) on three (3). No team will play with less than three (3) skaters.

19. TIE IN STANDINGS

To determine team standings in the event of a tie, the following criteria shall be used:

- (a) Best win record played between tied teams.
- (b) If still tied, best win record.
- (c) Least goals against.
- (d) If still tied, best plus minus record based on goals for and against.
The team with the best goal average would qualify. The goal average of a team is determined by dividing the total number of goals for by the total number of goals against.
- (e) If still tied, the team to qualify would be the team who scored the earliest goal in the game between the two tied teams.
- (f) If still tied, the team to qualify would be the team that received the least minutes in penalties.
- (g) If still tied after all previous methods have been applied, the winner will be decided by a single toss of a coin.

20. ICING

CENTRE (RED) LINE: is used for icing. The no touch-icing rule will be in effect. During a shorthanded situation, the shorthanded team will be allowed to ice the puck.

21. OFFSIDES

Tag-up offsides will be used at all levels.

22. BODY CHECKING

There will be no body checking allowed.

23. SLAP SHOTS

Will be allowed in all levels.

23. STICK MEASUREMENTS

Absolutely no stick measurements at any time.

24. TIME OUTS

One 60 second timeout will be allowed per game.

Should an injury occur during straight time, i.e., when the Mercy Rule is in effect, the clock will stop only at the direction of the ref. In the opinion of the ref, if the injury to the player is mild in nature, the clock will continue to run. If the injury is more serious and medical aid is required, the referee will have the clock stopped until the injury to the player has been dealt with. If, in the opinion of the referee, a team should deliberately abuse this rule, the clock will continue to run regardless of the situation.

26. COINCIDENTAL PENALTIES

If coincidental penalties are called, NEITHER team will skate short-handed.

27. NOISE MAKING DEVICES

Absolutely no air horns are allowed in any of the arenas. Your team may be issued a minor penalty for delay of the game for using your air horn.

28. FIGHTING PENALTIES

(a). Five (5) minute major penalty and a game misconduct, which is their first, means the player will sit out the balance of the game.

If the fight occurs in the last half of the third period of the game, players will be assessed a five (5) minute major penalty and a game misconduct, which is their first in the tournament, means the player will sit out the balance of the game and their next game.

Second penalty for fighting: suspended for the balance of the tournament.

(b). FIGHTING - If fight occurs, all skaters on the ice must proceed immediately to their respective bench, or to a neutral area as determined by in ice official. Goaltenders must not leave their crease unless told to do so by an ice official. Players and team officials on the bench must not go on to the ice during an altercation, unless requested to do so by the officials in charge. Violation of rule (b) may result in a two-(2) game suspension for all involved.

If a checking from behind penalty occurs in the last half of the third period the player is assessed a five (5) minute penalty and, at the discretion of the referee a game misconduct, the player will sit out the balance of that game as well as their next game.

If an injury results from any checking from behind, the player will receive a five-(5) minute match penalty and a game misconduct. Upon completion of the game the Tournament Committee will decide if further action is required. MAHA rules will apply.

30. MATCH PENALTY/GROSS MISCONDUCT

Any player assessed a match penalty (s deliberate attempt to injure by spearing, bull ending, slashing, cross checking, etc.), or a gross misconduct will be subject to the tournament committee ruling immediately following the game.

31. MAJOR PENALTIES

Any player receiving a major (5-Minute) penalty shall be given a one-game suspension for each occurrence.

32. AWARDS

The Champions and runner-up teams in the finals in all age classes will receive "Orion Cup" custom medallions. The team winning each age class will also be awarded the "Orion Cup" trophy for pictures in the Dressing Room and on ice. Team pictures on ice will be allowed.

33. PROTESTS

Will only be allowed when the eligibility of player is in question under the following circumstances.

(a). If the athlete plays in an age division where he/she is too old.

This rule applies to all the teams entered in the tournament.

Protests must be done in writing and be accompanied by a \$200.00 cash deposit, which is only refundable if your protest is successful.

The committee will deal with all protests within three (3) hours of filing the appeal.

Teams found in violation of these rules will result in the athlete being disqualified from the rest of the tournament. The team in violation will have all their games that resulted in a win or tie reduced to a loss of 1-0 and all their points in the standings will be reduced to 0.

Team affected who lost or tied against the team in violation will receive an official score of 1-0 and receive 2 points.

Under no circumstances will protests be allowed after the round robin portion of the tournament is over. All other protests will not be allowed.

The tournament committee reserves the right to adjust the playing time of any and all games. All teams affected will be advised of the time adjustments.

The tournament committee has the right to suspend play in any game.

34. TOURNAMENT COMMITTEE

Garth Lancaster	Orion Cup Tournament Director
Jason Thompson	Manitoba All-Star 2012 Age Director
Sean O'Brien	Manitoba All-Star 2009 Age Director

The tournament committee has the final say in all decision issues.