

2023 Okotoks Female Hockey Classic
November 9-12th, 2023
Tournament Rules

All players will be those listed on the official roster provided prior to the tournament start. The Tournament Coordinator must approve any changes to the team roster. All players are to be registered in their respective league with Hockey Alberta and any affiliate or overage players should be clearly designated on the roster as such and used as per Hockey Alberta guidelines only.

Each team is to carry two sets of jerseys to all games. If your team only has one set you must notify the tournament in advance. Home team shall wear dark jerseys. Home team as indicated on the schedule will supply pucks for warmup and game.

1. Hockey Canada Rules will be enforced.
2. Each team will supply 2 box volunteers for all games. Home team on the schedule will be responsible for Clock, and their own team penalty gate, Away team on the schedule will be responsible for Scoresheet, and their own team penalty gate. Prior to each game the HOME team as indicated on the schedule is to stop by the tournament coordinators office a minimum of 15 mins before your scheduled game time to grab the score sheet and go over any questions you may have. This will not apply to Novice. Only 2 volunteers will be needed one per team to help with the clock. Music can be played by a volunteer in the box but please note they will require an aux cord for their device as these are not supplied in most of the facilities.
3. All teams must be ready 15 minutes in advance of their start time. For U11-U18 A and B there will be a 3 minute warm-up prior to games. Game format will be three 15 minute stop time periods. There will be a flood following every second period of hockey played, so if you start on flooded ice you will get a flood after the 2nd period of play, if you start on dirty ice you will get a flood after the 1st period of play. U9 and U11 games will not receive a flood during the game. There will be one 30 second timeout/team/game. Drop clock rule applies if there is less than 5 minutes left in the allotted game time the clock will drop to 2 minutes at the next whistle.
4. U15AA there will be a 5 minute warmup prior to games. Game format will be three 20 minute stop time periods. There will be a flood following every second period of hockey played, so if you start on flooded ice you will get a flood after every period of play. There will be one 30 second timeout/team/game. We are a drop association so if there is less than 5 minutes left in the allotted game time the time will drop to 2 minutes at the next whistle.

5. For U7/U9 games coaches are required to help put the half ice boards on prior to the first game and take them off following the second game. In Okotoks Helmets **must be** worn while placing and removing the boards. There is 15 minutes allotted in the schedule prior to the first U9 game on the schedule, and 15 minutes following the second U7/U9 game on the schedule for the boards. U7/U9 games will be half ice as per Hockey Canada Guidelines. Each game will start with a 5 minute warmup. Teams will be split into 2, and the 2 games will run synchronized. There will be 60 mins on the clock, and the game will run with 2-30 minute halves, with a 2 minute break between periods. There are 2 face offs, one to start the first half and one to start the 2nd half. Each team in the U7/U9 division will be given 4 games, and there will be medals for all participants. No stats or scores will be kept in U7/U9.
6. No games will exceed the time allotted on the official schedule. If undue delays occur for **ANY** reason and the game cannot be completed within the allowed time, the following procedure will be followed:
 - ⇒ At the first stoppage of play when time reaches five minutes left on the allotted time on the official schedule, the timekeeper will notify the referee.
 - ⇒ At this stoppage in the play the clock will be reset to two minutes and the remainder of the game completed with stop time.
7. If at any time during the game there is a 7 goal differential, the clock will run straight time until the game completes or the spread is reduced to less than 7 goals. On the scoresheet and for official scoring purposes we will NOT allow more than a 7 goal differential to be used.
8. Heart & Hustle award recipients will be selected by their own team following each game. A player may only be selected once during the tournament.
9. ONLY final games will have a determined winner with the exception of U9. If the ending result of a game is tie the Coach will select 3 shooters. The team with the most goals will win game if still tied after 3 shooters the shootout will continue in sudden death format, 1 player from each team head to head until a winner is determined. All eligible players (excluding the goalies) must be used before any player can be used a second time.
10. All players shall wear a CSA approved hockey helmet and attached cage which must meet Hockey Canada Requirements. BNQ approved throat protectors are mandatory for all players. Ringette masks will be allowed provided they meet CSA requirements; however, the Tournament Committee recommends CSA approved hockey helmets with hockey cages.

Penalties

Minor – 2 minutes, Major – 5 minutes, Misconduct – 10 minutes. All stop time. Three stick infractions will result in a game ejection.

Misconducts:

- ⇒ 1st In a game: Ten minutes
- ⇒ 2nd In a game: Game misconduct
- ⇒ 3rd in tournament: Possible suspension @ the discretion of Tournament Chairperson(s).

Game Misconducts:

- ⇒ 1st In tournament: Suspended for balance of the game.
- ⇒ 2nd In tournament: Suspended for balance of game, and the next game.
- ⇒ 3rd In tournament: Suspended for balance of tournament.

Major Penalties:

Five minute major penalty and game misconduct. (1st in tournament), player will sit out the balance of the game. If a major penalty occurs in the last 10 minutes of the third period, players will be assessed a five minute major penalty and a game misconduct (1st in tournament), player will be suspended for the balance of the game AND the next game. A second major penalty in the tournament the player will be suspended for the balance of the tournament.

Fighting:

Zero tolerance rule. If a player is assessed a fighting major plus game misconduct they will be suspended for the balance of the tournament.

Match Penalty:

Zero tolerance rule. Any player assessed a match penalty, (a deliberate attempt to injure by spearing, butt ending, slashing, etc.) will be suspended for the balance of the tournament.

Checking from behind:

As per Canadian Hockey Association Rules, all checking from behind infractions will receive an automatic game misconduct. If the game misconduct is assessed in the last ten minutes of the third period, the offending player will also sit out their next game. If an injury results from checking from behind, at the discretion of the officials, a match penalty may be assessed.

Head Contact:

As per Hockey Canada Rule 6.5 a) in female hockey, a minor penalty shall be assessed to any player who accidentally contacts an opponent in the head, face or neck with her stick or any part of the player's body or equipment b) in female hockey, a double minor penalty or a major and a game misconduct penalty, at the discretion of the referee and based on the degree of impact shall be assessed to any player who intentionally contacts an opponent in the head, face or neck with her stick or any part of the player's body or equipment.

Tie Breaking Rules to Determine Final Games

1. In the event 2 teams are tied the winner in head-to-head play if applicable shall gain the higher position.
2. If still tied or 3 or more teams are tied then a goals for average shall be used to determine the higher position.
3. If still tied the team with the least penalty minutes shall gain the higher position.
4. If still tied a coin toss shall be used to determine which team will gain the higher position.

The formula is the goals for average is $GF/(GF+GA)$ this provides a 3 digit integer that solves the tie game more accurately.

Protests

Formal protests must be brought forward to the Tournament Chairperson(s) within ten minutes of the conclusion of a game accompanied by a \$100.00 non-refundable deposit. The decisions of the Tournament Chairperson(s) are final.

Final Game

1. Game format for U11-U18 will be three 15 minute periods. U15AA will be same format as round robin three 20 minute periods.
2. If tied there will be 5 minute sudden victory overtime 4 on 4.
3. If still tied after 5 minutes there will be a shootout. Each Coach will select 3 shooters. The team with the most goals will win. If still tied, the shootout will continue in sudden death format, 1 player from each team head to head until a winner is determined. All eligible players (excluding the goalies) must be used before any player can be used a second time.
4. **If there is less than 10 minutes remaining in the allotted time at the end of the game, the teams will proceed directly to the shoot-out format to determine the winner.

THANK YOU AND BEST OF LUCK TO ALL!!!

ALL OFFICIALS REPORTS (AND A COPY OF THE GAME SHEET) MUST BE DELIVERED TO THE TOURNAMENT CHAIRPERSON(S) IN THE TOURNAMENT OFFICE IMMEDIATELY FOLLOWING THE GAME. Games at Scott Seaman Sports Rink will need to send a picture of the game sheet immediately following the game to 403-829-6160.