



### Tournament Rules - General

All games to be refereed in accordance with BCLA and CLA rules and regulations.

All players must be properly registered and in good standing with BCLA

Each team must report to "Check In" 30-40 minutes prior to game time and are responsible for verifying the game sheet before each game (we will be using paper gamesheets for the tournament). Dressing rooms will be pre-assigned and posted at the entrance of Minoru Arenas and available 30-40 minutes before each game. Please supply your own lock and vacate the dressing rooms immediately after your games so that arena staff can clean if necessary.

Game sheets will be prepared in advance and will be held at "check in" for verification prior to the start of each game. Game balls will be supplied, as well as timekeepers and shot clock personnel, home teams will be required to supply a score keeper for their games.

The tournament committee reserves the right to remove from the tournament any player, coach or spectator who behaves in a manner considered inappropriate for a minor sporting event.

#### **Protests:**

Due to tournament time constraints, no protests will be entertained.

The referee's call on the floor is the final call—a reminder that all of the referees are young and still learning the game along with the players and abuse will not be tolerated by any coach or parent, this could result in the person's expulsion from the arena for the remainder of the tournament and referred to the league for disciplinary action Tournament committee decisions are final.





### **Novice Specific Rules**

Games are played in accordance with the league rules – there is no cross-checking allowed – all games will be refereed with place and push rules of option A

- > Defensive players may place their stick on the ball-carrier and push them away
- Any offensive player (including the ball carrier) who deliberately charges at a defensive player may be assessed a charging penalty
- There is to be no body checking
- A defensive player may check an offensive player by placing their stick head on an opposing player's stick head
- ➤ Round robin game duration will be 3-15 minute periods run time
  - o intermission and warm up of 5 minutes
  - o Intermissions may be shorted to 3 minutes if necessary to keep schedule on time
  - o Last 2 minutes of game will be stop time if goal spread is 5 or less goals

Points scoring for Novice games are as follows:

- ➤ 2 points for a win
- ➤ 1 point for a tie
- > 0 points for aoss

Tie breaker formula following the Novice round robin will be as follows:

- ➤ Most Wins
- > Fewest Losses
- ➤ Head to Head (if applicable)
- ➤ Least Goals Against
- ➤ Least Penalty Minutes
- ➤ Most Goals for

#### Semi-final and Gold games

- ➤ Game duration will be 3-20 minute straight time periods
- ➤ Intermission and warm-up of 5 minutes
- Last 5 minutes of the game will be stop time if the goal spread is 5 or less goals
- > Overtime will consist of a 10-minute straight time period
  - Sudden victory
- ➤ If no winner after overtime a shootout with 3 players will occur
  - o If no winner after 3 shooters it will be sudden victory until one team scores in a round





### Tyke Specific Rules

Games are played in accordance with the league rules with games being played following:

- ➤ Games are to be played wide length in one of the attacking zones. The end boards and the closest restraining line are to be the boundaries. There will be two games played simultaneously
- The neutral zones will be where the player temporary benches and scorekeeper table will be set up
- The creases will be a temporary arc that extends at the goal post and extends out. The net tail must be 3feet from the boards
- ➤ Games will be played with 3 players on the floor and a goalie
- ➤ Penalties will be called player will be removed for two minutes teams will not play short
- ➤ Game duration will be 2-20 minute periods -5 minute warm-up and break between period
- ➤ Coaches can change on the fly or play with two minute shift (horn will sound at 2 minutes)
- There is no stop time in games due to two games happening at the same time
- > Scoresheet will record goals and penalties but will not be displayed on the score clock
- Each team will have 5 games there is no playoffs or winner for the event

In the event of a tie there will be a 5 minute stop time sudden death overtime followed by a shootout if necessary.

In the event of a shootout, a five player round will occur. The team with the most goals after this shootout round will be the winner of the game. If after this round, a winner is not declared, a sudden death shoot out will occur with an additional shooters from each team shooting in one player rounds will continue until a winner is declared. EACH player can only shoot once until the entire roster has shot, with the exception of the goalies.

#### Tyke games will follow CLA rules using Tyke Option L. Option L including the following:

The fall back rule applies when possession is gained by the goalkeeper. All defensive players must enter the neutral zone. Once all the defensive players are in the neutral zone, they are free to go wherever they want. The goalkeeper must pass the ball to one of the offensive players who must be outside of the dotted line.

PASS RULE: • Minimum 1 pass in the defensive zone, goalie pass will count • Minimum 2 passes in the offensive zone prior to being allowed to count a goal • should a goal be scored prior to the above then possession will be awarded to the non-offending team • The reset of the pass rule will occur only once the other team has moved the ball down the floor and into the other team's offensive zone (inside restraining lines). If a player with the ball is legally





checked prior to crossing into the offensive zone the 3 pass rule would not apply.

PENALTIES: • If a penalty is called the offending player will leave the floor to the penalty box and serve the appropriate time for the infraction. Teams will play man down.

The duration of a game shall be three twelve-minute straight time periods, with intermission of two minutes between periods, each period shall start with a face-off. There will be a three minute warm-up.