

Rulings/Regulation for the Kingston Adult Hockey Classic (KAHC) Tournament

DIVISIONS Regulations

- Teams will be placed in division based on their age average and skills levels. The direction of the KAHC will try to keep the age brackets in the division as close as possible along with the skills level.
- Divisions could include more than 4 teams.
- No body contact in any Division, and no slapshot for levels Men 35+, 45+, Women B and C, & Enterprise class.

TEAM ROSTERS Regulations

- Teams must provide a final official game roster to the Direction of the tournament prior to the start of the FIRST game that will match the ROSTER on the first Game Sheet.
- The roster must include a unique jersey number for each player and you should circle the Captain and his (her) Assistants.
- Any players added to the roster after the tournament is ON will need to be approved by tournament organizers in order to be eligible and proof of age must be presented within one hour of team's request if necessary. If not, the team may lose the game where an ineligible player was dressed. The exception to this rule is that injured, sick, or unavailable goalies may be replaced with the assistance/approval of tournament organizers.
- A player can only play for one team during this tournament weekend, except team with 2 rostered goalies. Failure to do so will disqualify said player.
- A player playing for his working firm (Enterprise class) can be allowed to play for only another team if he fits on the designated category.
- Every team must dress a minimum of 10 players and 1 goaltender. A five minute delay will be permitted to dress a second goaltender in the event the regular goaltender is injured and the team has no dressed goaltender on the bench.
- For divisions starting at 35+ & 45+, the goaltender on participating teams may be five (5) years younger than the designated age.
- Players participating in this tournament must be at least 19 years old at the date of the tournament.

EQUIPMENT Regulations

- All Hockey Apparels worn by players in this tournament must be approved CSA or US equivalent.
- All players will be required to wear CSA/US approved face protection. Half-visors must be properly worn and players who wear half-visors must do so in a manner so that they are not tilted up on the forehead. Full CSA approved head and facial protection is strongly recommended for every player for Insurance purposes.
- Goaltenders must wear CSA equipment & mask with protection at the back of the head. It is recommended that all goalkeepers wear a throat protector.

The direction of the Kingston Adult Hockey Classic is not liable for any injury due to hockey apparels that not meet CSA/US approved security regulations/requirements.

GAMES Rules

- Each team will play a minimum of three games in the preliminary round and the game will consist of two periods of `16 minutes stopped-time`` for MEN, and of two periods `15 minutes stopped-time`` for WOMEN, with no overtime for all divisions.
- **No Timeout** in the preliminary round.
- Pre-game warm-ups will be two minutes continuous time.
- Slapshot rule: No slapshot for levels Men 35+, 45+, Women B and C, & Enterprise class. The official will stop the play if there is a slapshot and the face-off will take place in the guilty player's end zone.
- The ice will be resurfaced after every game.
- If a difference of five goals or more exists at any time from the 10th minute up in the 2nd period on, the remainder of the game will be of running time. The time will stop again should the differential be reduced to a "4 goals differential".
- Should an "act of god" happen (power failure, major injury ...) after ½ hour the game will be called and the score will be recorded as is no matter how long the game was running at the time of the "act of god".
- **Each team should be present at the arenas 1 hr before the game & ready to play 15 minutes PRIOR to their scheduled start times without any advanced warning.** A team that does not present itself to a game will be subject to a disciplinary committee and expulsion from the tournament. A defaulted game result will be a 3 - 0 for the winning team and 5 - 0 result to the losing team.

PLAYOFF Rules

- The game will be two periods of fifteen minutes stopped time for all playoff games.
- One 30-second time out per team per game will be permitted only in Playoff.
If there is a tie game at the end of regulation time during the **tournament playoffs**, the following overtime rules will apply: a) One `3-minutes stopped-time period`: Three on Three + Goaltender; and b) Shootout if necessary: Three penalty shots to each team. Should tie persist, one penalty shot each until there is a winner. You have to use a different player for each shot until all players have been used. Shooters of both teams will shoot at the same time from the Center Line.
- Penalties are carried into OVERTIME. In PLAYOFF OVERTIME, a non-offending team will never play fewer than 3 skaters and will add an additional player (4 on the ice) until the penalized player of the opposite team returns to the ice AT the next stoppage at WHICH TIME both teams will RETURN to the 3-ON-3 format.

PENALTIES (All penalties and rules are applied according the Official Rule Book of Hockey Canada)

1. All other referees' decisions will be governed by C.A.H.A. rules. **Minor penalties** will be **2 minutes**, **Major penalties 5 minutes**, and **Game misconduct 10 minutes** at all times during the tournament. If a player receives a penalty, he/she must immediately go to the penalty box.
2. A **Minor Penalty** will be assessed for any normal act recognized by CHA/USA hockey regulations such as holding, "too many players on the ice", tripping, etc., and also for a body check not allowed in that division.
3. A **Major Penalty** will be assessed for any serious infraction determined by the referee in duty according to the C.A.H.A. rules.
4. A **Game Misconduct** penalty will be assessed to any player who "**Attempt to Injure**" by way of **Charging/Checking from behind**, "**Sparring**", **Kicking**, **Kneeing**, **Hitting/Punching an official** OR **Racism & Derogatory/Abusive language** (such as **Swearing** as an example). A

second Game Misconduct penalty for any player in the TOURNAMENT will result in be ejected from the tournament.

5. Anyone involves in **Fighting ON and OFF the ice on premises will receive a Tournament Misconduct being ejected from the tournament.**
6. There will be no discussion on players or ejection from games and/or tournament.
*******No reimbursement from tournament expulsion*******
7. No PENALTY or CALL by the official is permitted to be ARGUED by anyone. Only the Captain or his (her) Assistants can discuss a controversial call in a CALM manner when there is a stoppage in the game. If a player is asked to leave the ice, he/she must do so immediately without negative comments or they will be further disciplinary action.

PROPER CONDUCT at all times on TOURNAMENT`S PREMISES

- Any individual deemed *to be under the influence of alcohol* by the tournament director and/or the acting official will not be permitted to play in any hockey game and may be ejected from the arena.
- Any incident, in which a player/coach engages in fights **off** the ice, or threatens an official, tournament staff or rink employee at any time will be reviewed by the tournament director and may result with immediate *expulsion* from the tournament.
- All suspensions are at the discretion of the tournament director and any team playing with a player that has a suspension or expulsion will forfeit all games from the point of the original suspension/expulsion. No-reimbursement from tournament expulsion.

STANDINGS RULES & RANKING

1. The point system for teams ranking in the standings will be as follow: 2 points for a WIN, 1 point for a TIE, & 0 point for a LOSS.
2. No matter what the score ends up, a team cannot get credited more than a 5 goals difference.
3. Teams ranking in the standings will be sorted first by Total Points, then by the **BR**eaking formula where **BR**= GF/(GF+GA). (GF: Goals For and GA: Goals Against).
4. In the event of a tie breaker (2 or more teams) for a playoff seed after applying ranking criteria in **Rule 3** the following criteria will apply through 1 to 8 listed below until 1 team and only 1 team is identified ahead of all other teams tied. That team has the next position in the standings while we repeat the whole process from step 1 on with the remaining teams to determine the team's ranking in the standings:
 - 4.1 Head-to-Head
 - 4.2 Most games won
 - 4.3 Least Goals Against (GA)
 - 4.4 Most Goals For (GF)
 - 4.5 Fastest goal between the teams concerned.
 - 4.6 Best BR and if GA=0, that team will be ahead of everyone
 - 4.7 Least penalty minutes during the tournament
 - 4.8 Flip of a coin

PROTESTS. No Protests allowed in this tournament.

At all times, the direction of this tournament *reserves itself the final word on the interpretation of the rules.*