



2011 Toronto Royals Challenge Cup

Friday, December 2, 2011 – Sunday, December 4, 2011

Tournament Rules & Regulations

Final Version

Revised November 23, 2011



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2011 Toronto Royals Challenge Cup Tournament

Sanction: The 2011 Toronto Royals Challenge Cup Tournament (the "Tournament") is sanctioned by Hockey Canada and the Greater Toronto Hockey League ("GTHL") under permit number **A23-11-12**.

Waiver: All Tournament participants understand and agree that the Toronto Royals Minor Hockey Club, and/or its employees, directors, officers, volunteers, sponsors and members assume no liability for injuries or other loss, however caused, as a result of participating in or traveling to and from the Tournament.

All coaches, managers, team officials and club/association officials expressly agree to abide by all Tournament rules, regulations and decisions made by the Tournament Committee, and warrant that all team registration information and documentation is accurate.

Rules: All Tournament games will be played under applicable Hockey Canada, Ontario Hockey Federation and GTHL rules, and the Tournament specific rules stipulated herein. All Tournament games will be played in accordance with the attached Hockey Canada Rules Emphasis for the 2011-2012 season (namely, new Rule 6.5 Head Contact). A copy of Hockey Canada Regulation 'M' is attached herewith.

1. Check-In Procedure.

Each team's designated team official shall report to the Tournament Office at least sixty (60) minutes prior to the scheduled starting time of their first game to present all necessary registration documents. The following documents are required:

- (a) Approved player registration cards and team official registration cards accompanied by the applicable team roster approved by the team's minor hockey governing body. If the team is registered and rostered electronically with its minor hockey governing body, then a printed copy of an approved roster sheet will be accepted. **Roster sheets must be completed and signed by players, team officials and club officials, and signed or stamped by the team's minor hockey governing body.** Please note that players can not be added to a roster after the team's first Tournament game has commenced; and
- (b) A tournament travel permit or tournament letter of permission issued by the team's club or association, and approved by the team's minor hockey governing body.

Teams are requested to bring at least one (1) photocopy of items (a) and (b) listed above to the Tournament Office when their designated team official registers the team.

Teams will not be allowed to participate in any Tournament game without first presenting the documentation specified above at the Tournament Office.

2. Team Eligibility.

Teams must be registered with their minor hockey governing body (namely, with Hockey Canada or their applicable International Affiliate and/or their Provincial/State affiliate branch). Proof of team registration shall be presented at the Tournament Office as per the check-in procedure specified above.



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3. **Player Eligibility.**

All players must be registered with a valid Hockey Canada or International Affiliate equivalent player card. All eligible players must appear on the team's approved roster sheet or the team's affiliate player roster sheet (please refer to Rule #4 below). An original signed roster sheet shall be available for inspection by a Tournament Official when the designated team official registers the team at the Tournament Office.

4. **Affiliated Players.**

Players registered with a team's lower affiliate team may participate. To be eligible to participate in any Tournament game as an affiliate player, a player must appear on the team's affiliate roster sheet. The team's affiliate roster shall be presented at the Tournament Office prior to the team's first Tournament game. The team's affiliate roster sheet must be completed and signed by players, team officials and club officials, and signed or stamped by the team's minor hockey governing body. Please note that players can not be added to a team's affiliate roster after the team's first Tournament game has commenced.

The team official responsible for completing the game sheet for any game in which a player participates as an affiliated player shall write the designation "AP" beside the name of such player. An affiliate player must participate in at least one (1) Tournament round-robin game to be eligible to participate in any Tournament play-off game.

5. **Players in Uniform/Maximum Number of Players to be Dressed.**

Teams may dress a maximum of seventeen (17) players for any game provided that two (2) of the players in uniform are dressed as goaltenders. Otherwise, if only one (1) player in uniform is dress as a goaltender, then the maximum number of players permitted to be dressed shall be sixteen (16). Teams may submit a request in writing to the Tournament Committee for approval to dress more than seventeen (17) players. Such requests will be sent to the Tournament Chairperson at least seven (7) days prior to the team's first scheduled Tournament game. The Tournament Committee will under no circumstances permit any team to dress more than nineteen (19) players.

6. **Team Officials.**

All team officials appearing on the bench shall be registered with their respective team, or may be registered with another team within the same club/association. A club executive representing a team's club/association is also eligible to appear on the bench as a team official. All team officials or club officials must be registered with a valid Hockey Canada or International Affiliate equivalent card.

Each team must have a trainer on their bench for all games who is eligible to appear as a team official, and who posses valid trainer certification. Each team must have a first aid kit on their bench for each game.

Except for the case of injury or illness to their child, non-carded individuals are not permitted on the team's bench during a game.



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7. Dressing Rooms.

Only players and team officials are permitted in team dressing rooms. Teams will have access to dressing room facilities at least thirty (30) minutes prior to the actual starting time of their games and will vacate dressing room facilities no longer than thirty (30) minutes after games. **Teams are not permitted to store equipment in dressing rooms between games.**

All teams are required to bring their own locks for dressing rooms. The Tournament organizers will not be held responsible for any lost or stolen articles.

8. Female Player Policy.

It is the policy of the Ontario Hockey Federation that from the Atom age division and younger, mixed genders may change in the same dressing room. Players in the Minor Peewee age division and older may not change in the same dressing room at the same time. It is the responsibility of the team's coach to ensure that all players are involved in both pre-game and post-game activities together. Dressing rooms will be made available upon request by the Tournament organizers on all rinks for all Tournament games for use by female players.

9. Home/Visitor Team Designation & Uniforms.

For all Tournament games, the Home team must wear light or white coloured sweaters and the Visiting team must wear dark coloured jerseys. Matching team socks must be worn by all players in uniform during all Tournament games. Teams shall bring both Home and Visiting game uniforms to all Tournament games.

If a team only has one (1) set of game sweaters available, they will notify the Tournament Chairperson at least seven (7) days prior to the team's first scheduled Tournament game. Appropriate arrangements will be made in advance to ensure that teams wear contrasting coloured game sweaters.

Home/Visiting teams will be pre-determined for round-robin Tournament play. For games during the play-off round, the team placing higher in round-robin play will be designated as the Home team for the first game of the play-off round.

10. Protective Equipment.

All players participating in Tournament games must wear an approved helmet with the chin strap properly fastened and an approved throat protector. All players must wear an approved full facial protector properly affixed to the helmet and extending down to the chin. The straps of the facial protector shall be properly fastened to the helmet.

All players must wear helmets and facial protectors while on the ice surface.

Mouthguards will be worn during Tournament games by players on teams who are required to wear mouthguards by their minor hockey governing body.

All players participating in Tournament games shall not wear any personal jewellery.



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11. Game Sheets.

Teams will complete games sheets at least fifteen (15) minutes prior to the scheduled starting time of games; completed game sheets will be returned to the Tournament Office. After each game, teams will receive their respective copy of the game sheet from a game official/referee. Teams will retain copies of all Tournament game sheets.

12. Floods.

The ice will be resurfaced between each Tournament game.

13. Game Lengths/Game Start Times.

The playing time in minutes for each period of all games shall be stop time as follows:

Minor Atom	10	-	10	-	12
Atom	10	-	10	-	12
Minor Peewee	10	-	10	-	12
Peewee	12	-	12	-	12
Minor Bantam	12	-	12	-	12

Teams will be required to start a game prior to the scheduled starting time when the ice and game officials are available. No game will be started more than fifteen (15) minutes prior to the scheduled starting time.

Three (3) minutes will be posted on the game clock for a warm-up. Game officials will be at ice level when the flood is complete and will order the game clock started as soon as the nets are pegged and available for both teams to begin their warm-up. When three (3) minutes have elapsed, players from both teams will immediately line-up at center ice to shake hands. Players will then return to their respective benches and teams will have thirty (30) seconds to get their starting line-up to center ice.

Teams not ready to commence play at the scheduled time and/or when the game officials/referee calls the players to center ice for the initial face-off may be subject to a delay of game penalty.

The Tournament Committee reserves the right to shorten game times or to utilize running time if required due to ice schedule limitations. The Tournament Committee also reserves the right to utilize running time or to curfew games if fighting, a dispute with the game officials/referee, or refusal by a team to start play cause schedule delays.

14. Mercy Rule.

At any point during the third period of any Tournament game, if one team has established a five (5) goal lead the remaining time in the game will be played without stopping the clock. The game will continue to play under running time unless the score reverts to a three (3) goal differential, in which case the game clock will return to stop time. If the score becomes a five (5) goal differential again during the third period, then the game will continue under running time regardless of further scoring changes.



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15. Time-Outs.

Each team will be entitled to call one (1) thirty (30) second time-out during play-off games. **No time-outs may be called by any team during round-robin games.**

16. Body Checking.

Body checking is not permitted in the Minor Atom (2002) or Atom (2001) age divisions:

In the age divisions of Atom and below, a Minor penalty, or, at the discretion of a game official/referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who, in the opinion of a game official/referee, intentionally body checks, bumps, shoves or pushes any opposing player. If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed.

Body checking is permitted in all other Tournament age divisions.

17. Suspensions.

The Tournament Committee may require players and/or team officials to appear at a hearing to review penalties assessed by game officials/referees that involve suspensions.

Any player who is assessed a FIGHTING penalty or a MATCH penalty will be disqualified from participating in any remaining Tournament games.

Players and team officials shall not participate in Tournament games while under suspension.

A player or team official who is suspended in a Tournament game shall commence serving the suspension in his/her team's next tournament game. If the suspension is fully served before the tournament is over, the player or team official may participate in any remaining Tournament games, and there will be no carry-over of the suspension into league games.

A copy of the 2011-2012 Greater Toronto Hockey League minimum suspension list is attached herewith.

18. Ejection from Game for Four (4) Penalties.

GTHL Rule #14.12 states that any player assessed a total of four (4) penalties of any kind during any Tournament game shall be ejected from that game only, notwithstanding any suspensions that may occur as a result of the assessment of another type of game ejection penalty as the fourth penalty or subsequent penalties in the same game.

19. Defaulted Games.

Any games deemed by the Tournament Committee to have been defaulted shall be recorded as a 5 – 0 win for the non-defaulting team, unless non-defaulting team won the game in any event, then actual game score shall stand.



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20. Behaviour.

All spectators, team officials and players are expected to behave in a sportmanlike manner during games and at all times at the arena throughout the Tournament. Spectators, team officials and players shall not use abusive, profane or discriminatory language that is directed at any other person. Any act of physical violence, or threat of physical violence, by any spectator, team official or player against another person will not be tolerated. Any spectator, team official or player who behaves in a manner that does not meet the standard described herein may be ejected from the game or the playing area of any game at the sole discretion a game official/referee and/or a member of the Tournament Committee.

Any spectator, team official or player who causes any damage to any arena facilities will be subject to such discipline as may be imposed by the Tournament Committee.

21. Dispute Resolution/Appeals.

Game officials/referees shall have full authority and the final authority with respect to all game related matters under dispute. The game official's/referee's decision shall be final in relation to all questions of fact and will not be subject to appeal.

No protests will be heard by the Tournament Committee with respect to the final decision of a game official/referee.

A designated team official will report any errors or omissions on game sheets to a Tournament Committee member within one (1) hour of the conclusion of the game in question. **Team officials are strongly encouraged to review game sheets immediately after each Tournament game to ensure accuracy and completeness.**

Any team seeking to dispute any matter or to appeal any decision will designate one (1) team official to submit a written protest to the Tournament Committee at the Tournament Office, and to act as the team's sole representative in relation to the protest thereafter. The Tournament Committee will review the written protest, and may at its sole discretion elect to meet with the designated team official to acquire additional information or clarification with respect to the protest. The Tournament Committee may at its sole discretion elect to meet with any third party to the protest to acquire additional information or clarification with respect to the protest. The Tournament Committee will make every reasonable effort to provide a timely written decision in response to the protest. All decisions by the Tournament Committee in response to a protest will be final and will not be subject to any further dispute or appeal.

22. Round-Robin Games.

Points will be assigned to teams as detailed below for round-robin Tournament games:

Win = 2 points

Tie = 1 point

Loss = 0 points

All results for round-robin Tournament games will stand after regulation time; there will be no overtime play in any round-robin Tournament game.



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22. **Play-Off Qualification/Tie Breaking.**

The following formats will be used to determine which teams will advance to participate in Tournament play-off games following round-robin play:

(a) **Four (4) Team Divisions**

The teams finishing in first and second place after the round-robin series will advance to play in the championship game.

(b) **Five (5) Team Divisions**

The teams finishing in first and second place after the round-robin series will advance to play in the championship game.

(c) **Six (6) Team Divisions**

The teams finishing in first, second, third and fourth place overall across the two (2) groups after the round-robin series will play in semi-final games. The teams finishing in first and fourth place will play in a semi-final game, while the teams finishing in second and third place will play in the other semi-final game. The winners of the semi-final games will advance to play in the championship game.

(d) **Seven (7) Team Divisions**

After all teams have each completed a two (2) game round-robin series, the teams finishing in second and seventh place, third and sixth place, and fourth and fifth place will play in quarter-final play-off games. The team finishing in first place after the round-robin series will automatically advance to play in a semi-final game. The winners of the quarter-final play-off games will advance to play in semi-final games, along with the team finishing in first place in the round-robin series. The winners of the semi-final games will advance to play in the championship game.

(e) **Eight (8) Team Divisions**

The teams finishing in first and second place after the round-robin series in each of the two (2) groups within the division will play in semi-final games. The winners of the semi-final games will advance to play in the championship game.

Tie Breaking – Two (2) Teams

If a tie exists in the standings between two (2) teams at the conclusion of round-robin play, determining the team to advance to participate in the semi-final Tournament play-off game will be resolved as follows:

- (i) the winner of the game between the tied teams; or
- (ii) if the game between the teams ended in a tie, or if the teams did not play each other, the team having the most wins; or



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- (iii) if still tied under (i) and (ii) above, then utilizing all games during round-robin play, add the goals for and the goals against together and divide the total into goals for, the team having the highest percentage; or

GF - Total "Goals For" from all Round-Robin tournament games
GA - Total "Goals Against" from all Round-Robin tournament games
GF Avg. - "Goals For Average"

$$\text{GF Avg.} = \frac{\text{GF}}{(\text{GF} + \text{GA})}$$

- (iv) if still tied under (i), (ii) and (iii) above, the team scoring the first goal in the game between the tied teams; or
- (v) if the teams did not play each other, and/or if still tied under (i), (ii), (iii) and (iv) above, the team with the fewest penalty minutes assessed in the game between the tied teams; or
- (vi) if the teams did not play each other, and/or if still tied under (i), (ii), (iii), (iv) and (v) above, the team with the fewest penalty minutes assessed during round-robin play; or
- (vii) if the teams did not play each other, and/or if still tied under (i), (ii), (iii), (iv), (v) and (vi) above, the winner of a coin toss that will be made by a Tournament Official at the Tournament Office with no more than two (2) team officials representing each of the tied teams present.

Tie Breaking – More than Two (2) Teams

If a tie exists in the standings between more than two (2) teams at the conclusion of round-robin play, determining the team to advance to participate in the semi-final Tournament play-off game will be resolved as follows:

- (i) utilizing all games during round-robin play, add the goals for and the goals against together and divide the total into goals for, the team having the highest percentage (please refer to GF Avg. calculation defined above); or
- (ii) if more than two (2) teams are still tied under (i) above, the team having the most wins, or if exactly two (2) teams are still tied, then utilize the two (2) team tie breaking procedure specified above; or
- (iii) if more than two (2) teams are still tied under (i) and (ii) above, the team with the fewest penalty minutes assessed during round-robin play; or



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- (iv) if more than two (2) teams are still tied under (i), (ii) and (iii) above, the winner of a sudden elimination coin toss series that will be made by a Tournament Official at the Tournament Office with no more than two (2) team officials representing each of the tied teams present, or if exactly two (2) teams are still tied, then utilize the two (2) team tie breaking procedure specified above.

24. Play-Off Games – Overtime/Shoot-Outs

If teams are tied at the conclusion of regulation time for quarter-final, semi-final and/or championship games, then the following procedure will be used to determine a winner:

- (i) one (1) five (5) minute sudden victory "4-on-4" stop time overtime period. Each team shall have five (5) players on the ice (including four (4) skaters and one (1) goaltender) during the sudden victory overtime period. Teams do not change ends for the overtime period. Penalties from regulation time that have not been fully served will carry into the overtime period. In the event that a team is required to serve two (2) or more penalties during the overtime period, there will never be fewer than four (4) players on the ice for each team (including three (3) skaters and one (1) goaltender). For greater certainty, teams may play "4-on-3", "3-on-3", or "5-on-3" as may be required during specific penalty situations; or
- (ii) if still tied under (i) above, then the teams will participate in a shoot-out until a winner is decided.

Shoot-Out Procedure & Rules:

- (i) Teams do not change ends for the shoot-out. Teams are not permitted to change goaltenders between the end of the overtime period and the shoot-out, or at any time during the shoot-out, unless required to do so as the result of an injury.
Penalties that have not been fully served during the overtime period expire at the conclusion of the overtime period, and therefore, any player who is still serving penalty time at the end of the overtime period shall participate in the shoot-out.
- (ii) Each team will select five (5) players. Starting with the Visiting team, teams will alternate turns using all five (5) of their selected players in a best of five (5) shoot-out.
- (iii) If the teams are still tied after the best out of five (5) shoot-out, then each team will select a different five (5) players to participate in a sudden victory shoot-out round. Starting with the Home team, teams will alternate turns in a sudden victory shoot-out; teams may not use any one of their five (5) selected players more than once during this sudden victory shoot-out round. Teams may not select players who participated in the best of five (5) shoot-out round to participate in this sudden victory shoot-round round unless the team has fewer than ten (10) eligible players remaining on their bench.



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- (iv) If the teams are still tied after the first sudden victory shoot-out round, then each team will select a different five (5) players to participate in second sudden victory shoot-out round. Starting with the Visiting team, teams will alternate turns in a sudden victory shoot-out; teams may not use any one of their five selected players more than one during this sudden victory shoot-out round. Teams may not select players who participated in the best of five (5) shoot-out round or the first sudden victory shoot-out round unless the team has fewer than fifteen (15) eligible players remaining on their bench.
- (v) If the teams are still tied after the second sudden victory shoot-out round, then each team will select any five (5) players to participate in a third sudden victory shoot-out round until a winner is determined. Starting with the Home team, teams will alternate turns in a sudden victory shoot-out. Teams may assign any one of their five (5) selected players to take an unlimited number of turns in this sudden victory shoot-out, **however**, a player may not take two (2) turns in a row.

25. MVP Award Procedure.

A Most Valuable Player ("MVP") award will be presented to a player from each team immediately following every round-robin and play-off Tournament game.

Each team will be provided with an MVP award before the start of each game, and a team official will ensure that an MVP award is available on the bench during each game.

At the end of every round-robin and play-off Tournament game, each team will select one (1) player from the opposing team to receive an MVP award.

At the end of the game, teams will remain at their respective benches. A team official from each team will give the MVP award to a game official/referee and will inform him/her of the team's MVP award recipient selection. The game official/referee will call out each team's MVP award recipient to center ice and he/she will present the award.

Both teams will then leave their bench areas and return to their respective dressing rooms when directed to do so by the game officials/referee.

2011 Toronto Royals Challenge Cup Tournament Committee & Officials

Committee Members:

Peter Lee – General Manager / Tournament Chairman

Frank Augurusa – Manager, Hockey Operations

Jason Carvalho – Manager, Business Operations

Tournament Officials:

Nat Rea – Executive Chairman

Lucy Carvalho – Treasurer & Secretary

M. HOCKEY TOURNAMENT REGULATIONS

1. No player or team registered or affiliated with any Branch or Hockey Canada, USA Hockey or teams from other IIHF Federations shall compete in any tournament unless that tournament is being granted a sanction permit by the Branch in whose geographic area that tournament is to be conducted. The Branch shall notify the Hockey Canada Office sixty (60) days in advance of any sanction permit issued for a tournament involving three (3) or more Hockey Canada Branches. Tournament fees will apply.
2. Any permit sanctioning a tournament by this Association may be withdrawn if it is found that Hockey Canada or Branch regulations pertaining to such tournaments are not followed.
3. Subsequent permits may not be issued to any tournament sponsor who has been found to have conducted a sanctioned tournament which has not conformed to those Hockey Canada or Branch regulations which apply.
4. The official permit sanctioning a tournament shall be on a form approved by Hockey Canada. Such permit shall be in three (3) copies; one (1) to be retained by Hockey Canada, one (1) by the Branch and one (1) given to the local host.
5. All international tournaments must be sanctioned by Hockey Canada and the Branch in which such tournament is being held. All international teams (excluding teams from USA Hockey) must have written permission from their respective Federation and approval from Hockey Canada in order to participate in any Hockey Canada sanctioned international tournament.
6. A deposit equal to the minimum sanction fee must accompany the application.
7. International tournaments which include only teams from Hockey Canada and USA Hockey do not require sanction by Hockey Canada, but do require Branch approval. However, all international tournament sanction fees will apply.
8. No sanctioned tournament shall accept entries from any team which is not a member of a Hockey Canada Branch, USA Hockey or other Member IIHF Federation.
9. Every player competing in any sanctioned tournament must be registered with that team on a Hockey Canada player registration form or certified Hockey Canada form, as applicable. The team must produce such player's

registration form or certified Hockey Canada form, as applicable, for inspection at all tournaments.

10. The host Branch will verify the eligibility of all teams and players entered in the tournament.
 11. No team shall be permitted to play in any tournament unless it has the written permission of the Branch. In granting such permission the Branch agrees to impose and enforce any disciplinary action necessary against its team or members of the team. The Branch in which the tournament is held shall have the authority to impose an indefinite suspension pending action by the Branch of the team, player or officials involved.
 12. Where an indefinite suspension has been imposed, a copy of the official Game Report with all necessary supporting evidence and any recommendation regarding the suspension, shall be forwarded to the Branch of the team, player(s) or official(s) involved.
 13. Disciplinary action, if any, shall be communicated to the Branch hosting the tournament.
 14. No entries shall be accepted from any territory outside the jurisdiction of Hockey Canada without the written permission of the governing body of that territory, which must also agree in writing to enforce any disciplinary action taken by the Hockey Canada Branch, or its affiliate, against the team or any members of the team.
 15. All games in a sanctioned tournament shall be refereed by officials recognized by the Branch.
 16. All sanctioned tournaments will be played only under official Hockey Canada Playing Rules. Should there be any variance from such rules, which may be in force in the Branch in which the tournament is to be held, such variances shall be submitted at the time application is made for a sanction permit.
 17. A Branch shall have authority to impose a tournament sanction fee.
 18.
 - a) No team or player may compete in more than three (3) tournament games in one day. Where tournaments do require teams or players to play three (3) games in one day, such games shall not be longer than three (3) periods of fifteen (15) minutes, the first two (2) of which must be straight time.
 - b) For each Inter-Branch tournament there shall be a minimum sanction fee of fifty dollars (\$50.00) plus a ten dollar (\$10.00) fee for each team from outside the host Branch.
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Hockey Tournament Regulations (M)

- c) For each international tournament there shall be a minimum sanction fee of one hundred dollars (\$100.00) plus fifty dollars (\$50.00) per team from outside Canada and ten dollars (\$10.00) per team from outside the host Branch.
- d) All tournaments are required to submit a financial statement of income and disbursements to the sanctioning Branch within thirty (30) days of the completion of the tournament.
- e) Failure to comply with this regulation will result in refusal of future tournament sanction permits.
- f) Fifty percent (50%) of the above mentioned minimum fees shall be submitted by the Branch to Hockey Canada.

NOTE: There is no Regulation N in these Regulations.

2011/2012 RULE CHANGE

Rule 6.5 Head Contact

- (a) In Minor and Female, a Minor Penalty shall be assessed to any player who accidentally contacts an opponent in the head, face or neck with his stick or any part of the player's body or equipment.
- (b) In Minor and Female, a Double Minor Penalty or a Major and a Game Misconduct Penalty, at the discretion of the Referee and based on the degree of violence 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.
- (c) In Junior and Senior, a Minor and a Misconduct penalty, or a Major and a Game Misconduct penalty, at the discretion of the Referee based on the degree of violence of impact, shall be assessed to any player who checks an opponent in the head in any manner.
- (d) A Major and a Game Misconduct penalty, or a Match penalty shall be assessed any player who injures an opponent under this Rule.
- (e) A Match penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent under this Rule.

Note: All contact above the shoulders (neck, face and head) is to be called Head Contact under one of the above (In minor and female).

THIS RULE CHANGE WILL COME INTO EFFECT IMMEDIATELY

Clarifications On Head Contact For Junior & Senior Hockey ONLY

Referees should be aware of the tragic consequences of head injuries and concussions and strictly enforce the rule. It is the responsibility of players, team officials and Referees to make every attempt possible to reduce the incident of this frightful injury. Team officials can teach players legitimate methods of checking an opponent, while players can be educated to the dangers of checks to the head. The Referee has the responsibility to penalize players who contact an opponent in the head. If the Referees are consistent and strict in calling infractions that may lead to concussions, then along with the cooperation of players and team officials, these type of fouls and the chances of a player suffering such injuries can be significantly reduced. The Head Contact penalty is based on the "degree of violence of impact" and can be defined in three categories: minimal, moderate and severe.

Minimal impact would be called under other appropriate rules. e.g. elbowing, highsticking, roughing, roughing after the whistle, etc. A glancing blow or minimal impact to the head where a penalty is warranted. Moderate impact would be a more significant degree of violence without injury that warrants a Minor and Misconduct penalty under the Head Contact rule. Severe impact would be a high degree of violence, with or without injury, that warrants a Major and Game Misconduct or a Match penalty, at the discretion of the Referee under the Head Contact rule. What previously may have been considered a legal check with a shoulder check to the head shall now be penalized as Head Contact if moderate or severe impact is made. These Head Contact infractions can occur anywhere on the playing surface as a result of the initial contact to the Head. Head Contact could also be the result of an open ice hit, with or without the fouled player's head being down. Body checking has not been removed from the game, but high hits or targeting the head shall be penalized. A fight is still to be called a fight, not Head Contact. Referees are to strictly enforce penalties that call for infractions as a result of low hits as these types of infractions may increase. The penalty signal for "Head Contact" will be patting flat (open palm) of the non-whistle hand on the side of the head.

2011-12 GTHL Minimum Suspension List

The following are minimum suspensions that shall be imposed for infractions, which occur in all GTHL League, and play-off games, during the current playing season. Note that these suspensions are over and above any imposed by Hockey Canada rules.

Notice re: Clarifications

These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstance warrant. It is the responsibility of each team manager and / or coach to ensure their players sit out their appropriate suspensions. When in doubt as to the relevant suspension, contact the GTHL office. If unable to contact the League office, sit player(s) in question out until clarification can be obtained. These suspensions are in addition to game incurred.

M = Misconduct GM = Game Misconduct MP = Match Penalty GRM = Gross Misconduct

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Misconducts

<u>Code</u>	<u>Infraction</u>	<u>HC rule #</u>	<u>Minimum Suspension</u>
M10	Throwing Stick Over Boards	9.8(d)	0 Games
M11	Refusing to Surrender Stick for Measurement	3.3(e)	0 Games
M12	Player Interference / Distraction During Penalty Shot	4.9(f)	0 Games
M13	Goalkeeper Violation / Infraction During Penalty Shot	4.9(f)	0 Games
M14	Equipment / Facemask Worn Incorrectly	3.6(d,f)	0 Games
M20	Disputing Call of Official	9.2(a)	0 Games
M21	Harassment of Official / Unsportsmanlike Conduct	9.2(b)	0 Games
M22	Inciting	9.2(e)	0 Games
M23	Entering Referee's Crease	9.2(g)	0 Games
M34	Failure to go to the Player's Bench or Neutral Area	6.7(a(5))	0 Games
M35	Failure to go Directly to the Penalty Bench	9.2(d)	0 Games

Game Misconducts

<u>Code</u>	<u>Infraction</u>	<u>HC rule #</u>	<u>Minimum Suspension</u>
GM20	Disputing Call of Official	9.2(a)	1 Game
GM21	Disputing Call of Official: Verbal Abuse of Game Official	9.2(b)	3 Games
GM26	Second Misconduct - Same Game	4.5(c)	1 Game
GM28	Interference from the Bench	7.3(c,d)	2 Games
GM30	Fighting		
	<i>1st Offence</i>	6.7	3 Games
	<i>2nd Offence</i>	6.7	4 Games
	<i>3rd Offence</i>	6.7	Indefinite
GM31	Second Fight - Same Stoppage of Play	6.7(h)	3 Games
GM32	Player(s) 2nd, 3rd, 4th, Man info Fight	6.7(h)	3 Games
GM33	Leaving the Player's Bench or Penalty Bench	9.5	3 Games
GM33	Coach Identified as having the 1st Player Leave the Players Bench or Penalty Bench and GM 34	9.5	3 Games
GM34	Leaving the Penalty Box to Start A Fight	9.5(a)	4 Games

GM36	Instigator (Minor + Game)	6.7(b)	3 Games
GM37	Aggressor (Minor + Game)	6.7(b)	3 Games
GM39	Hairpulling, Grab Face Mask . Helmet / Chin Strap (Major + Game)	6.1(d)	2 Games
GM50	Checking from Behind (Minor + Game)	6.4(a)	1 Game
GM51	Checking from Behind (Major + Game)	6.4(a)	
	<i>1st Offence</i>		3 Games
	<i>2nd Offence</i>		4 Games
	<i>3rd Offence</i>		Indefinite
GM53	High Sticking (Major + Game)	8.3(a,b)	2 Games
GM54	Cross Checking (Major + Game)	8.2(a,b,c,d)	2 Games
GM55	Slashing (Major + Game)	8.4(a,b)	2 Games
GE56	Game Ejection	4.6	0 Games
GM57	Boarding / Body Checking (Major + Game)	6.2	2 Games
GM58	Elbowing, Kneeing (Major + Game)	6.6	2 Games
GM59	Charging (Major + Game)	6.3	2 Games
GM63	Discriminatory Slur	9.2(f)	Indefinite
GM64	Trash Talking	9.2(a)	2 Games
GM68	Kick Shot (with injury Major + Game)	9.4	2 Games
GM72	Head Contact (Major + Game)		Indefinite
	<i>1st Offence</i>	6.5 (b,d)	3 Games
	<i>2nd Offence</i>	6.5 (b,d)	4 Games
	<i>3rd Offence</i>	6.5 (b,d)	Indefinite
GM73	Tripping (Major + Game)	7.4(a,b)	2 Games
GM74	Interference (Major + Game)	7.3(a,b,e)	2 Games
GM75	Holding (Major + Game)	7.1(a,b)	2 Games
GM76	Hooking (Major + Game)	7.2(a,b)	2 Games
GM77	Roughing (Major + Game)	6.7(k,i)	2 Games
GM78	Goaltender Drop Kick Puck (Major + Game/ Injury)	4.11(f)	2 Games
GM79	Refusing to Start Play (Coach - Major + Game)	10.14(a)	Indefinite
GM80	Team Official Inter. / Distraction During Penalty Shot	4.9(f)	1 Game
GM81	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5(i)	2 Games

Gross Misconducts

<u>Code</u>	<u>Infraction</u>	<u>HC rule #</u>	<u>Minimum Suspension</u>
GRM60	Travesty of a Game	4.7	3 Games
GRM61	Obscene Gestures	4.7	3 Games
GRM62	Removing Helmet and/or chin strap / or Fighting with Helmet Off	3.6(c)	6 Games
GRM63	Discriminatory Slur	9.2(f)	Indefinite
GRM66	Head Butt - Team Official (Double Minor + Gross)	6.1(b)	3 Games
GRM67	Butt End - Team Official (Double Minor + Gross)	8.1	3 Games
GRM68	Spearing - Team Official (Double Minor + Gross)	8.5	3 Games
GRM69	Goaltender Refusing to Remove Mask for Identification	3.5(d)	3 Games

Match Penalties

<u>Code</u>	<u>Infraction</u>	<u>HC rule #</u>	<u>Minimum Suspension</u>
MP24	Threatening an Official	9.6(a)	6 Games
MP25	Physical Abuse of an Official	9.6(b,c)	7 Games
MP29	Spitting	9.7	4 Games
MP38	Fighting with Ring or Tape on Hands	6.7(e)	3 Games
MP40	Attempt to Injure	6.1	4 Games
MP41	Deliberate Injury	6.1	4 Games
MP42	Butt Ending	8.1	4 Games
MP43	Grabbing Face Mask, Helmet, Chin Strap	6.1(d)	4 Games
MP44	Hair Pulling	6.1(d)	4 Games
MP45	Kicking	6.1(c)	4 Games
MP46	Spearing	8.5	4 Games
MP47	Head Butting	6.1(b)	4 Games
MP52	Checking from Behind (Match)	6.4	
	1st Offence		6 Games
	2nd Offence		Indefinite
MP72	Checking to the Head (Match)	6.5(b,c)	
	1st Offence		6 Games
	2nd Offence		Indefinite