



2022 Kelowna Heat Blast

TOURNAMENT RULES

IMPORTANT - All parents of players and team officials must sign an insurance waiver. No player will be permitted to play unless this waiver is properly signed and an original copy delivered to the registration desk prior to your first game.

1. General: All of the CAHA rules shall apply except as modified below.

2. Length of Games: Games will consist of two 15 min. stop time periods, and one 20 min. stop time 3rd period (dependent on age groups - see Tournament Schedule). A mercy rule will be in effect whereby, if a team is leading by 6 or more goals, running time will be started until the goal differential is reduced to less than six goals.

3. Participating Teams: All teams must be registered with the tournament. All registration material must be turned in prior to the first game, including all payments and fees.

4. Team Rosters: All participating players, coaches and team officials must be listed on the tournament waiver/roster. All rosters will be frozen at the start of the first game of the tournament. Any additions, deletions or changes will be permitted prior to the start of the first game, pending approval from the tournament committee. The tournament committee retains the exclusive right to make decisions on roster changes. A player is allowed to play for one team only, regardless of age group, and at no time during the tournament is a player permitted to change teams. Only players registered on the roster will be permitted to participate. Team rosters must be submitted no later than April 22, 2022.

5. Proof of Age: All teams must supply proof of age for all players prior to the start of the first game. Please have copies of birth certificates available. Certain situations may be considered for the allowance of an over-age player, and must be dealt with on an individual basis well in advance of the tournament.

6. Total Roster Spots – Officials, coaches, players: Officials: a total of 2 Managers and 1 Safety Person. Coaches: a total 4 coaches will be allowed to be on each team roster. Players: a total of 19 players' max (including goaltenders) will be allowed on any team roster eligible to play in the tournament.

7. Frozen Rosters: All players eligible to play in the tournament must be listed on the official roster and first game sheet. This will be the prevailing document to establish eligibility for the remainder of tournament play. If a player is not present for any reason or is not dressed for this first game "ND" (not dressed) shall be marked beside that name on the game sheet.

8. Zero Tolerance: The Kelowna Heat Blast Spring Hockey Tournament stresses sportsmanship and fair play. There will be "zero tolerance" policy on unacceptable behavior, language or conduct by any participant, volunteer, team official, parent or attendee. Abuse of an official will result in a suspension of a minimum of 2 games and go to the Tournament Committee for further review. Fighting, abusive behavior or unsportsmanlike conduct by players, coaches or parents/spectators will not be tolerated, on or off the ice. Such conduct shall be grounds for team disqualification from the tournament. Referees have the authority to direct the removal of any person(s) acting in an objectionable manner, as well as the authority to end any game at any time if they, or a Tournament Committee member, feels that continuing the game would constitute a danger to the

players. The Tournament Committee shall determine the outcome of any such game. Team officials shall be responsible for supervising and controlling the conduct of their players on and off the ice before during and after each game. Failure to do so may result in suspension. There is Zero Tolerance for use of alcohol, drugs, vaping and tobacco during the activities. All incidents will be investigated and dealt with on an individual basis.

9. Body Contact: Body contact will be permitted in the 2009 Division Only. We remind coaches at all levels to warn players of the dangers of checking from behind (and the penalties applicable). See Rules 10, 11 below. It is also recommended that ALL players in contact division wear mouth guards.

10. Major Penalties - Major penalties (5 minutes or more) which occur in the first or second period will result in the player assessed the penalty being ejected for the remainder of the game and the penalty will be served by another player chosen by the referee. All Major penalties (5 minutes or more) which occur in the third period will result in the player assessed the penalty being ejected for the remainder of the game and will receive a further 1 game suspension for the following game, and the on-ice penalty will be served by another player chosen by the referee. All Major penalties may be reviewed by the Tournament Committee for further disciplinary action depending on intent and severity. **Hits to the head** – Hit to the Head penalties will be assessed based on referee's discretion, and will take into account size of players, intent and severity of the infraction. Referee's will have the discretion to assess a minor, double minor, Major or Match penalty for Head Contact/Hits to the Head infractions.

11. Game Misconduct: A game misconduct penalty assessed at any time shall automatically require ejection of the penalized player from the game. If in the last 10 minutes of the third period or overtime, an additional one game suspension for the following game will be assessed. This rule will also apply to Coaches / Team officials. Any player, coach or team official who receives 2 Major, Match or Misconduct penalties shall be ejected from the tournament. This rule is not subject to protest.

12. Match Penalty: Ejection from the Tournament

13. Gross Misconduct: Ejection from the Tournament

14. Fighting: Ejection from the Tournament

15. Damage to Rinks and other Facilities: All repairs and / or replacement costs associated with any damage caused to any ice arena, hotel, or other facility shall be borne by the team(s) of the person(s) causing the damage. Immediate arrangements for restitution must be made. Violations of this rule are cause for disqualification from the tournament.

16. Jerseys: It will be the responsibility of the home team to wear a white/light coloured jersey, the visiting team to wear a black/dark coloured jersey. In the case of teams with only one set, mutual arrangements should be made between the two teams involved prior to the start of the game. Team officials should check on this well in advance of the scheduled start time to avoid problems at game time. If the problem is still unsolved at game time the home team will be required to change jerseys.

17. Equipment: All players must adhere to CAHA rules and regulations. All players must wear neck guards, helmets and gloves at all times on the bench and on the ice.

18. Rescheduling of Games: No game will be altered or rescheduled, unless the Tournament Committee grants permission. Failure to abide by this rule will result in forfeiture of the game and game points.

19. Game Points: 2pts Win, 1pt Tie, 0pts Loss.

20. Penalties: If running time takes effect during a game, minor penalties will be 3 minute. Major penalties will be 7 minutes. In the event a goal differential is reduced to less than 6 goals during a major penalty with running time, the clock shall be stopped; 2 minutes shall be removed from the clock of the penalized team. Play will resume as per normal stop time procedure.

21. Forfeited Game: Any team that wins a game as a result of forfeit shall have 5 goals credited to the game sheet. The score shall be 5 – 0 recorded in the official stats, and such team awarded 2 points.

22. Protests: The line of protest is as follows: i. On-Ice Officials ii. Rink Coordinator or Tournament Committee. There may be no protest on playing rules, interpretation of playing rules by on-ice officials or judgment calls.

A \$150.00 fee must accompany each protest. If the protest is upheld, the fee is refunded. If the protest is declined, the fee is forfeited. The Tournament Committee will rule on all protests before the next game of either team.

23. Time Outs: A maximum of one 30-second time out, per team, will be allowed in any game. A time out may only be called during a stoppage of play.

24. Game Ejection Rule: The Referee in charge, at his discretion and after a single warning, has the authority to eject players or team officials. This rule will be enforced in cases of inappropriate behavior or extreme misconduct.

25. Refusing to Start Play / Team Withdrawal from a Game: The referee in charge will give a warning to return / or start play again. The offending team(s) will be given 2 minutes to comply. The offending team(s) will automatically be assessed a 2 minute minor bench penalty. If after the 2-minute time allotment, the team(s) has not returned for further play, the game will be terminated. The Tournament Committee shall determine the outcome of any such game. Offending team(s) shall lose all rights to protest or appeal any aspect of such a game. The Head Coach of any such team shall be banned from any further in the tournament, including attendance at other games or entrance into any Kelowna Heat Spring Hockey Tournament facility.

26. Tournament Playoff Position: Playoff position (if applicable) will be posted within 30 minutes after completion of the last game in each division. It is the responsibility of each coach to determine if his team is in a playoff game and to verify the time and location of the game.

27. Tie after Tournament Play: If two or more teams have an equal number of points, their position in the standings shall be determined as follows: a. Team with the most wins; b. Head to head record; c. Total goal differential ((GF-GA)/GF); d. Team with the least penalty minutes; e. Goals against; f. Goals for; g. Coin toss.

28. Playoff Games: In the event of a tie at the end of regulation play in a playoff game, the over-time format is as follows: A. The teams shall not change ends. B. A 2-minute rest period will be allowed, and the teams will resume play on a sudden death basis. C. The 1st over-time period shall be a 5-minute stop time period, unless earlier terminated by a sudden death goal, and will be played 4-on-4 with goaltenders. D. If still tied after the overtime period, a second 5-minute stop time sudden death period, played 3-on-3 with goaltenders will occur. E. If the game remains tied after the second overtime period, the teams will proceed to a Shootout per rule #30.

29. Penalties During Sudden Death 4-on-4 / 3-on-3: In the event of a penalty(s) the following will occur: 4-on-4 - The offending player will serve the penalty and his/her team will play short-handed for the duration of the penalty. If a 2nd penalty is assessed to the same team before the 1st penalty expires, the offending player will serve the penalty and the opposing team will add a player, making it a 5-on-3 situation. When the 1st penalty expires, the penalized player may go directly onto the ice from the penalty box. At the 1st stoppage of play thereafter, both teams will remove 1 player each to again return to a 4 on 3 situations. 3-on-3: Players will be added by the non-offending team to a maximum of 5 skaters on the ice at any one time. Penalized players WILL NOT return to the ice at the expiration of their penalty, but wait for the 1st stoppage of play. At that time, the teams will remove players as to always remain as close to 3-on-3 as possible.

30. SHOOTOUTS: An over-time shootout will take place immediately following the second overtime sudden death period as outlined in # 29 above. The shootout will be an alternating shot format with the Home team shooting first. Coaches will select 3 players, in order, to shoot and provide the Head Referee with the order of players by jersey number. If still tied after the 3 shooters, the format becomes a sudden death shootout. No player from either team may take more than one shot during the shootout.

ADDITIONAL RULES: Insurance: All teams must carry a minimum of \$5 million dollars in team general liability insurance. A copy of this insurance certificate must be provided to the tournament division contact by Apr 15, 2022. All teams must have a first aid attendant. The customary handshake will takeplace at the end of each game. The teams will line up on their blue line for Awards presentation after the handshake. The Visitor team will leave the ice first, at the completion of the awards presentation. If a fight occurs, all skaters must go to their bench. Any player who leaves their bench during a fight will be suspended for the remainder of the tournament. The Tournament Committee will review all fighting penalties. Game misconduct and game suspensions will count as 15 penalty minutes each in the event of a tie in team standings.

Thank You. Have a fun tournament!