



Kelowna Heat Blast 2023 TOURNAMENT RULES

This is a partial copy of the tournament rules. A full set of rules will be given to each coach, and can be found at the raffle table and website www.kelownaheat.com

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

2. Length of Games: Games will consist of 3 periods. First period is run time, second 2 are stop time periods. Ice clean have way through the second period.

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, game 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 disqualification from the tournament. Referees have the authority to direct the removal of any person acting in an objectionable manner, as well as the authority to end any game at any time, if they, or a Tournament Committee member feel 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 the conduct of their players on and off the ice before, during and after each game. Failure to do so will 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, 2010 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 guard.

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, a 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. The rules in not subject to protest.

12. Match Penalty: Ejection from the Tournament

13. Gross Misconduct: Ejection from the Tournament

14. Fighting: Ejection from the Tournament

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.

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.

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 overtime 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, another 5-minute stop time sudden death period, played 3 on 3 with goaltenders will occur.
- E. If the game remains tied after 2nd 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 player will be taken away from the offending team, thus making it a 4-on-3 shorthanded situation. If a 2nd penalty is assessed to the same team before the 1st penalty expires, a player will be added by the non offending team, thus 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 return to the ice at the expiration of their penalty, but wait for the 1st stoppage of play. At the that time, the teams will remove players as to always remain as close to 3 on 3 as possible.

30. Shootouts: An overtime shootout will take place immediately following the 2nd overtime sudden death period as outlined in #28 above. The shootout will be 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 3 shooters, the format becomes sudden death shoot out. No player from either team may take more than one shot during the shootout.

ADDITIONAL RULES

• Game misconduct and game suspensions will count as 15 penalty minutes each.

Tournament coordinator and referee in charge have final decision. Teams may be asked to have a player show a birth certificate (guardian should have on hand). No over age players in body contact division.

Rosters are locked 48 hours prior to tournament. 18 players on the bench max, plus goalie. Rosters for body contact division may have 21. Singed before game.

Please note: All teams are to be prepared to begin their games 15 minutes prior to start time. Each game will begin with a 5 minute warm up at the scheduled time. Any team who is not prepared to begin the game at the appropriate time will be required to serve a 2-minute minor penalty at the start of the game. In addition the clock will start at the appropriate scheduled time. Each game is allotted 5 minutes after the end of the 3rd period for handshakes and awards before ice cleaning is to begin.