

# Checkers 2015 Rules and Regulations

## General Info

- The Gretzky rule is in effect again this year, which means that no player can score more than 3 goals in a game. For each subsequent goal that the player scores, a penalty will be issued and the goal will not count.
- The men's 40+ division with underage is back again this year along with the average age 40+ division. For the 40+ with underage, teams are permitted to have only 4 players under the age of 40 on their roster and only 2 may be on the ice at the same time (goalies are excluded). The underage players will wear a nice colorful armband (visualize Neon Pink) provided by the tournament coordinator and a penalty will result if more than 2 underage players are on the ice at the same time. The tournament coordinator reserves the right to move teams from one 40 division to the other if it becomes necessary to do so for balancing purposes. No more than one team should ever have to be moved to create a balanced division.
- CHA rules will be in effect unless otherwise stated
- Playing time will consist of two 22 minute stop time periods in 90min time slots with a minimum of one ice clean prior to the beginning of each game. A second ice clean at the intermission will be done at the discretion of the arena attendants in consultation with the referees.
- Tournament schedule cannot be adjusted. The tournament begins on Friday, April 10th, please ensure that your team is available to play throughout the tournament. We will not be able to accommodate special requests for schedule changes.
- Pre-game warm up will be 5 minutes MAXIMUM and the game will begin at the noted start time. PLEASE BE ON TIME. **Please arrive 1 hr prior to scheduled start time and be ready to go early if the game before yours ends early.**
- Teams are welcome to use dressing rooms ½ hour before game time and up to ½ hour after game time. **Please remember, alcohol is not permitted in the dressing rooms at any time.**
- Please bring two sets of jerseys. The home team is the first team listed on the schedule and is responsible for switching jerseys if the colours are too similar.
- Standings are based on total points. 3 points for a game win, 1 point for a tie game and 1 point for each period won (round robin only) or a ½ point for a period that is tied. See below for ties within the standings.
- **No red line / centre line rule in effect.**
- If at any time during a game the **point spread reaches 6 goals the remaining time will be running time.** If the team behind scores to narrow the spread to 5, the time will revert to stop time.
- If the tournament runs behind schedule, the tournament coordinator, at his/her discretion can instruct the referees and timekeepers to switch to running time to catch up
- Changing Ends After Intermission – There will be no change of ends after the intermission to avoid long line changes.
- **Overtime** - shall only be played in the playoffs. Overtime will consist of a 5-minute sudden death period. If the game is still tied at the end of 5 minutes of play, then a three-player shootout will take place.

**Note:** In order to keep the tournament running on time the scorekeepers are directed to run the clock during extended stoppages in play.

## Minor Penalties

- **Checking:** Any deliberate body contact with an opponent. No player may use his body to gain an advantage over an opponent.
- **Slap shots:** In the Recreational Women's, Men's 35+ and 40+ divisions, wrist or snap shots will only be allowed. The blade of the stick (or part of it) must remain in contact with the ice at all times while taking a shot.
- **High Sticking:** Any stick lifted or swung above shoulder height, where there is a potential for injury will be cause of a penalty.

**\* Any player receiving three infractions in any one (1) game will be automatically receive a game ejection penalty. This will not count as a game misconduct.**

## Major Penalties

- Any deliberate body contact causing (or attempting) to cause injury to an opponent.
- Excessive roughing or throwing punches at an opponent will be a major penalty.
- Any player receiving a major penalty will be automatically assessed a Game Misconduct.

**Note Exception:** Accidental high stick resulting in a player being cut.

- Any player receiving a Game Misconduct in the last 10 minutes of a game will be suspended for team's next game.

**Note to Officials:** In games with a Game Misconduct, Gross, Match, Fighting or Major Penalty, a game report must be filled out on the back of the score sheet by the referee and turned in to the scorekeeper or Coordinator.

## Fighting

- Any and all players involved in a fight will be automatically suspended for the remainder of the tournament and could put their team at risk of being thrown out of the tournament as well. Any player under attack is recommended to move away from the incident and let the officials assess the matter.

**Note to Officials:** In situations where there is a judgement call between, a roughing major or a fighting major, the officials are directed to lean towards the fighting call rather than the roughing. **Fighting should not and will not be tolerated!**

## Suspensions

- Tournament Suspensions shall be assessed for the following:
  1. Any player receiving two (2) game misconducts.
  2. Any player receiving a fighting major.
  3. Any player receiving a gross misconduct penalty.
  4. Note: Players receiving a fighting major or gross misconduct will not be allowed to participate in next year's tournament.

## Serving Penalties

- Minors will be two (2) minutes during stop time.
- Majors will be five (5) minutes during stop time.

**Note:** Majors must be served by another player from the team of the penalized player.

## Equipment

- The use of full equipment, including a face shield is highly recommended.

**Note:** Helmets with proper chinstraps are mandatory. Only CSA approved helmets are permitted and chinstraps must be properly fastened under the chin at all times. Referees have the authority to refuse the participation of players wearing unsafe helmets. This is a liability issue and the referee's ruling will be final.

## Officiating

- The tournament will supply two (2) officials for each game and one (1) scorekeeper.

**Note:** The referee's decision will be final.

**Team Captains:** Each team is to choose three players to represent them on the ice in cases dealing with the officials. Teams should choose one (1) captain and two (2) assistant captains. These players are responsible for having a letter "C" or "A" put on their jersey to identify them as their teams' on-ice spokesman. It is also required to be noted beside the players name on the score sheet.

## Tournament Format

- Teams are guaranteed 3 games.
- For teams in an 8 team division, there will be two pools of 4 teams. Each team will play the other 3 teams in their pool and the final will be between the top 2 teams from each pool.
- For teams in a 6 team division, there will be two pools of 3 teams. Each team in pool 'a' will play the 3 teams in pool 'b' to get their 3 guaranteed games. The final will be determined by the 2 top teams, regardless of which pool they are in. So, it's possible to have the final played by two teams from pool 'a' for instance

## Standings

### Round Robin Points:

- Win Game: 3 points
- Tie Game: 1 point
- Win Period: 1 point (Round Robin Only)
- Tie Period: ½ point (Round Robin Only)

- **Tied Teams:** Ties in the standing will be broken in this order:
  1. The game between the tied teams.
  2. Total period points only.
  3. The team with the lowest GA
  4. Coin Toss (2 out of 3).

## Eligibility

- To be eligible for the play-off games, the player's name must appear on the team roster and he/she must have participated in one of his/her team's round robin games.
- A player will only be permitted to play for one team in a tournament unless approved by the tournament coordinator.

- Any tournament game that results in default, the final score will be recorded as a 5 – 0 (3 points win 2 points periods) victory for the non-defaulting team.

**Awards** – All awards and prizes will be available for pick up at Checkers Pub. All prize winners will be posted on the results board in front of the entrance to the pub.

- **Team Prizing:** (all divisions)
  1. This year's prizing has yet to be determined. All prizing is to be picked up at Checkers Pub.
  2. Most "sportsman like" teams will be decided by the referees. They will tick off a spot on each scoresheet as to who they felt was the most sportsmanlike team and the winners will be determined after each teams 2<sup>nd</sup> game. Results will be posted by midnight on Sat night on the results board in front of the entrance to Checkers Pub. Winners can pick up their prizes from the pub as of that time.