



Calmar Canada Cup will follow the most recent Hockey Canada/USA rules with the following exceptions:

1. Roster

1. Teams will be able to roster a maximum of 8 total players, including 1 goalie.
2. U11 – Games will be played 4 on 4 + goalie. If at the odd chance your goalie does not show up, players will be allowed to play with 1 extra player and an empty net.
3. U15 and Adult– Games will be played 3 on 3 + goalie.
4. Official rosters must be submitted by the designated registration date. After that no substitutions or roster additions will be allowed, unless in the case of injury. If a player is injured and can no longer play, a substitute may be added up to 7 players on their roster. The injured player will no longer be able to participate in the remainder of the tournament.

2. Game times/starting games.

1. Games will consist of two 10-minute halves with a 2-minute intermission.
2. Teams will be required to switch sides after half.
3. A game will be considered a forfeit if a team does not show up within 10 minutes of the designated start time. Teams will have to have a minimum of 4 players to play. The team who was on time will receive a penalty shot to start the game. Forfeiting will result in a 5-0 loss for the forfeiting team.
4. If games are running behind, teams are required to stay within the designated area around their rink as games will start immediately following the previous game.
5. Each game will consist of two face offs. One at the beginning of the first half and one at the beginning of the second half.
6. In the case of inclement weather (thunder and lightning), Calmar Canada Cup will follow a 30-minute rule: For every lightning strike there will be a 30-minute delay before play is to resume. Players are asked to stay

onsite during delays. Updates will be announced regarding the PA system.

3. Playing format

1. There is absolutely ZERO tolerance, and any excessive behavior will result in automatic suspension from the remainder of the tournament.
2. For U15 and Adult, a high sticking is called if a player's stick has contact with a ball/puck above the crossbar. The play will then be blown dead, and the ball/puck will be given to the opposing team at the location that the high sticking occurred.
3. For U11, a high sticking is called if a player's stick has contact with a ball/puck above a player's shoulders. The play will then be blown dead, and the ball will be given to the opposing team at the location that the high sticking occurred.
4. If a ball/puck goes out of the playing area, the team that last touched the ball loses possession, and the opposite team gets the ball at the location it left play. When the ball is brought back into play the team with possession must be given 3 meters or up to 5 seconds to make a play on the ball. After 5 seconds have elapsed the opposing team will be allowed to go after the ball.
5. Goalies must be in contact with their crease in order to cover the ball/puck. Once a ball/puck has been covered, the covering team must be given 3 meters or up to 5 seconds to make a play on the ball/puck. After 5 seconds have elapsed the opposing team will be allowed to go after the ball/puck.
6. Face-offs will only occur at the start of each half and will always take place at center ice.
7. Once a goal has been scored, the opposing team must fully clear half before attacking. The ball/puck is live immediately once scored on.
8. If a game ends in a tie, each team will pick 3 shooters to shoot in a round robin style shoot out. If the game is still tied after 3 shooters, it will immediately go into a sudden death shoot out. Teams must fully go through the roster before repeating shooters. Coin flip will decide who shoots first.
9. In playoffs, if a game ends in a tie there will be a 5-minute sudden death overtime. If it is still tied after overtime, it will continue into the shootout format.
10. If a team is winning by 10 goals at any point in the second half, a mercy rule will be implemented, and the game will be over.
11. Each team is allowed 1, thirty second, time out per game. In order to call a time-out, the team must have full possession of the ball/puck.

4. Penalties

1. If a penalty is called, a penalty shot will be immediately awarded to the non-penalized team. When a penalty shot is being taken, the players who are not shooting must stand on the opposite side of half from which the shot is being taken. Any player on the roster is allowed to take the penalty shot. Once the penalty shot is completed, defending team has possession in their end zone for 5 seconds (up to red line) before the opposing team can attack.
2. Any player who receives 3 player on player penalties in a game will be ejected. If a player is ejected due to penalties, the team must play short-handed for the remainder of the game. If 2 players from the same team are ejected from the game, your team then forfeits resulting in a 5-0 win for the opponent.
3. Any player involved in a fight will be ejected from both the game and the tournament. A fight is considered any excessive pushing or shoving, or punches thrown.
4. Any excessive body contact will not be tolerated. If this occurs, it will be recognized as a penalty and an immediate penalty shot will be rewarded for the opposing team.

5. Equipment

1. U15 and under – Players are required to wear helmets with eye protection. Eye protection must fit firmly around the eyes and be able to protect against high sticking and balls. A hockey helmet with full cage as well as gloves is recommended.
2. Goalies are required to have full equipment including full-face mask, goalie stick, blocker and trapper.
3. Hockey sticks will be the only type of stick permitted (no floor ball/broom ball/etc.). Sticks must also be fully intact. Broken sticks will be removed by the referee at their discretion.

6. Parents/Fans

1. Calmar Canada Cup is a family friendly environment that does not tolerate any swearing, heckling or abuse of any kind towards tournament officials, referees, volunteers or other tournament participants. Anyone who violates this rule will be asked to leave the premises.

7. Miscellaneous

1. Each team is required to bring a backup set of alternative colour jerseys/t-shirts.
2. TIE BREAKER: MOST WINS, HEAD-TO-HEAD, GOAL DIFFERENTIAL, GOALS FOR, GOALS AGAINST