



HOCKEY LAC ST-LOUIS
REGIONAL CHAMPIONSHIPS
2019

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If there is disparity between the English rules version and the French rules version, the French rules version shall prevail.

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HOCKEY LAC ST-LOUIS
REGIONAL CHAMPIONSHIPS 2019
SINGLE LETTER
NOVICE TO JUNIOR

SINGLE LETTER

These rules apply to the Regional Championships of the Lac St-Louis Region. They are an addition to or a clarification of the Hockey Canada, Hockey Quebec and Regional Leagues rules and regulations. All members must abide by them.

VERIFICATION BINDER AND MEMBER ELIGIBILITY

CH-01 10.9.10 Verification binder

During the Regional Championships, all teams must produce a complete verification binder.

It is mandatory that such binder include the following forms and information:

- The League's schedule of games and the schedule of games in tournaments.
- The **Official Team Roster** (T-112) Form approved by the Lac St-Louis Region. **(Date of printing from February 15th, 2019, no document will be accepted before this date)**. If the team comes to the first game without the document, in the second game they will have to present the document otherwise they will lose the game by default.
- Scoresheets for the team's last five (5) games (regular season, tournaments and playoffs). If the team comes to the first game without the document, in the second game they will have to present the document otherwise they will lose the game by default.
- If needed, the schedule of the tournament, festival or championships.

Players and coaches must sign the appropriate form prior to each game.

FORMAT – False double elimination

CH-02 Novice A-B-C, Atom A-B-C, Pee-Wee A-B-C, Bantam A-B and Midget A-B.

A **false double elimination** format will be used.

LENGTH OF GAMES

All the games are stop time. A **three** minutes warm-up will be allowed before each game.

1st period of ten (10) minutes stop time.

2nd period of ten (10) minutes stop time.

3rd period of ten (10) minutes stop time.

HOME AND VISITOR

Single letter (Novice to Midget): The region determines randomly the position of the teams in the chart. The team below will be the home team. (Except for the semi-final and final games where a draw will be done)

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the final decision will be taken by the hosting organisation committee.

Semi-final and final: One (1) hour before the game, a representative from each of the two (2) teams and a representative from the host organisation will proceed with the draw. The winner of the draw will have the choice to be home or visitor.

NOVICE A

As in the regular season, when a Novice A player scores a 4th goal in a match, it will not count towards his team's score, including overtime. So, for example, if a player on the blue team has 7 goals on his team and the red team has 4 goals, all by different players, the red team will win the match 4-3.

Shootout: A player with three goals on his credit can participate during the shootout.

FORMAT – Double elimination

CH-03

Junior A-B

A **double elimination** format will be used (except Regional final)

LENGTH OF GAMES

All games are stop time. A **three** minutes warm-up will be allowed before each game.

1st period of fifteen (15) minutes stop time.

2nd period of fifteen (15) minutes stop time.

3rd period of fifteen (15) minutes stop time.

HOME AND VISITOR

The standing of the regular season will determine Home and Visitor.

On the other hand, example: If the ranked 1st team loses his match against the team ranked 8th, it loses his privilege to be the local team until the semi-finals. It will take the place of the ranked team # 8.

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the final decision will be taken by the hosting organisation committee.

Semi-final and final: One (1) hour before the game, a representative from each of the two (2) teams and a representative from the host organisation will proceed with the draw. The winner of the draw will have the choice to be home or visitor.

GAMES

CH-04 OVERTIME

After Franc Jeu been applied, when the games have to be completed and we have to go into overtime, rules 10.7.1, 10.7.2 and 10.7.3 of the Administrative Rules book of Hockey Quebec must be apply.

10.7.1 Overtime period

For all tournaments and festivals sanctioned by Hockey Quebec, where the score is tied after the three (3) regulation periods and 'Franc Jeu' regulations have been applied and where games have to be completed (winner must be declared), an overtime period shall be played as follows: A single five-minute (5) stopped-time period with line-ups limited to 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of 'Franc Jeu' regulations. The first (1st) goal legally scored ends the game. If the tie persists after this five (5) minute overtime period, the "shoot-out" procedure shall apply as described in Article 10.7.2

10.7.2 Shoot out

A. For each game of a tournament or festival, if the score remains tied after the overtime period, the Referee shall ask each coach to designate three (3) players for the first round of the shootout. Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, a player to take part in the shootout. All players other than goalkeepers must take part in the shootout before a player is permitted to return a second time.

B. A player serving a penalty at the end of overtime shall be eligible to take part in the shootout.

C. The "shootout" will be carried out as follows:

- i) the Home Team shall have the choice of shooting first or second;*
- ii) once this choice is made, the designated team sends its first player to attempt to score against the opposing goalkeeper. Then the opposing team does the same until all three (3) designated players of each team have had their turn*
- iii) the choice made by the Coach does not indicate the order in which the players must appear on ice to take their shot;*
- iv) playing rules related to penalty shots are in effect;*
- v) Shots are taken in turn and no simultaneous shots on the two (2) goaltenders will be accepted.*
- vi) the team having scored most goals in the complete round is declared the winner.*

D. When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may well not be the same as in the first round. However, for each full round, all players on the team's roster at the end of the game must have their turn before a player may return for another try. The game ends when the tie is broken following an equal number of shots taken by each team.

10.7.3 Exception

During semi-final and final games of any Hockey Quebec sanctioned tournament, should the score be tied after regulation time after "Franc Jeu" points have been applied, there shall be overtime as follows:

A. there shall be a single overtime period lasting 10 minutes with stopped time. A line-up of 4 skaters and 1 goalkeeper will be used by each team except when penalties must be served in accordance with playing rules or for the application of "Franc Jeu" regulations. The first goal legally scored ends the game;

B. should the score remain tied after such overtime period, the shootout procedure described in Regulation 10.7.2 shall be used.

CH-05 TIME OUT

A thirty (30) seconds time out per game is allowed during the regional.

CH-06 SEVEN (7) GOALS SPREAD

The game will be stopped by the referee, if a team gets a difference of seven (7) goals on its opponent after two (2) periods of play.

CH-07 ICE RESURFACING

The ice surface will be done after each game. Teams must be ready as soon as the preceding game is over.

CH-08 GAME CHANGE

No game change will be accepted during the regional championships. In case of a winter storm and/or force majeure, only The Regional Office may indicate any directive.

CH-09 SUSPENDED/INELIGIBLE MEMBER

In addition to any other sanction provided in the regulations, a team that uses the services of a suspended or ineligible member automatically loses the game by default. The games already played will not be affected by this regulation.

MISCELLANEOUS

CH-10 UPDATE

As to make it easier and faster, the host organisation must send the scoresheet after each game to Jean-Michel Martel at jm.martel@hockeylsl.ca or Nina Lauzon at n.lauzon@hockeylsl.ca

CH-11 SOCIAL MEDIA

We invite people using Twitter to share the score and pictures of their team at @hockeylsl by using the hashtag #regionauxLSL and #LSLRegionals. The region will also share every post to people who is following our page.



HOCKEY LAC ST-LOUIS
REGIONAL CHAMPIONSHIPS 2019
AA-BB

AA-BB

These rules apply to the Regional Championships of the Lac St-Louis Region. They are an addition to or a clarification of the Hockey Canada, Hockey Quebec and Regional Leagues rules and regulations. All members must abide by them.

VERIFICATION BINDER AND MEMBER ELIGIBILITY

CH-01 10.9.10 Verification binder

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- Scoresheets for the team's last five (5) games (regular season, tournaments and playoffs).
- If needed, the schedule of the tournament, festival or championships.

Players and coaches must sign the appropriate form prior to each game.

FORMAT – Double elimination

CH-02.1 AA-BB (Atom to Midget)

A **double elimination** format will be used (except Regional final)

LENGTH OF GAMES

All the games are stop time. A **three** minutes warm-up will be allowed before each game.

A) Atom AA-BB

- 1st period of ten (10) minutes stop time.
- 2nd period of ten (10) minutes stop time.
- 3rd period of ten (10) minutes stop time.

B) AA-BB (Pee-wee to Midget)

- 1st period of fifteen (15) minutes stop time.
- 2nd period of fifteen (15) minutes stop time.
- 3rd period of fifteen (15) minutes stop time.

HOME AND VISITOR

The standing of the regular season will determine Home and Visitor.

On the other hand, example: If the ranked 1st team loses his match against the team ranked 4th, it loses his privilege to be the local team. It will take the place of the ranked team # 4.

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the final decision will be taken by the hosting organisation committee.

Semi-final and final: One (1) hour before the game, a representative from each of the two (2) teams and a representative from the host organisation will proceed with the draw. The winner of the draw will have the choice to be home or visitor. **In addition, the same procedure will be applied in semi-final and final of integrated structure ex.: Atom AA Lions).**

CH-02.2 **Junior AA**

A **double elimination** format will be used. (except for the regional final)

LENGTH OF GAMES

All the games are stop time. A **three** minutes warm-up will be allowed before each game.

The 4th team will visit the 1st team and the 3rd team will visit the 2nd team.

1st period of fifteen (15) minutes stop time.

2nd period of fifteen (15) minutes stop time.

The ice resurfacers will pass after the 2nd period.

3rd period of twenty (20) minutes stop time.

HOME AND VISITOR

The standing of the regular season will determine Home and Visitor.

On the other hand, example: If the ranked 1st team loses his match against the team ranked 4th, it loses his privilege to be the local team. It will take the place of the ranked team # 4.

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the final decision will be taken by the hosting organisation committee.

Semi-final and final: One (1) hour before the game, a representative from each of the two (2) teams and a representative from the host organisation will proceed

GAME CHANGE

Junior AA: Because of the schedules for the series of Métropolitan league, if there a conflict of part with this one, only The Regional Office may indicate any directive.

GAMES

CH-03 OVERTIME

After Franc Jeu been applied, when the games have to be completed and we have to go into overtime, rules 10.7.1, 10.7.2 and 10.7.3 of the Administrative Rules book of Hockey Québec must be in force.

10.7.1 Overtime period

For all tournaments and festivals sanctioned by Hockey Quebec, where the score is tied after the three (3) regulation periods and 'Franc Jeu' regulations have been applied and where games have to be completed (winner must be declared), an overtime period shall be played as follows:

A single five-minute (5) stopped-time period with line-ups limited to 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of 'Franc Jeu' regulations. The first (1st) goal legally scored ends the game. If the tie persists after this five (5) minute overtime period, the "shoot-out" procedure shall apply as described in Article 10.7.2

10.7.2 Shoot out

A. For each game of a tournament or festival, if the score remains tied after the overtime period, the Referee shall ask each coach to designate three (3) players for the first round of the shootout. Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, a player to take part in the shootout. All players other than goalkeepers must take part in the shootout before a player is permitted to return a second time.

B. A player serving a penalty at the end of overtime shall be eligible to take part in the shootout.

C. The "shootout" will be carried out as follows:

- i) the Home Team shall have the choice of shooting first or second;*
- ii) once this choice is made, the designated team sends its first player to attempt to score against the opposing goalkeeper. Then the opposing team does the same until all three (3) designated players of each team have had their turn*
- iii) the choice made by the Coach does not indicate the order in which the players must appear on ice to take their shot;*
- iv) playing rules related to penalty shots are in effect;*
- v) Shots are taken in turn and no simultaneous shots on the two (2) goaltenders will be accepted.*
- vi) the team having scored most goals in the complete round is declared the winner.*

D. When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may well not be the same as in the first round. However, for each full round, all players on the team's roster at the end of the game must have their turn before a player may return for another try. The game ends when the tie is broken following an equal number of shots taken by each team.

10.7.3 Exception

During semi-final and final games of any Hockey Quebec sanctioned tournament, should the score be tied after regulation time after 'Franc Jeu' points have been applied, there shall be overtime as follows:

A. there shall be a single overtime period lasting 10 minutes with stopped time. A line-up of 4 skaters and 1 goalkeeper will be used by each team except when penalties must be served in accordance with playing rules or for the application of 'Franc Jeu' regulations. The first goal legally scored ends the game;

B. should the score remain tied after such overtime period, the shootout procedure described in Regulation 10.7.2 shall be used.

CH-04 TIME OUT

A thirty (30) seconds time out per game is allowed during the regional.

CH-05 SEVEN (7) GOALS SPREAD

The game will be stopped by the referee, if a team gets a difference of seven (7) goals on its opponent after two (2) periods of play.

CH-06 ICE RESURFACING

The ice surface will be done after each game. Teams must be ready as soon as the preceding game is over.

Junior AA: The reflection of the ice will be made between the 2nd and 3rd period of each game.

CH-07 GAME CHANGE

No game change will be accepted during the regional championships. In case of a winter storm and/or force majeure, only The Regional Office may indicate any directive.

Junior AA: Because of the schedules for the series of Métropolitan league, if there a conflict of part with this one, only The Regional Office may indicate any directive.

CH-08 SUSPENDED/INELIGIBLE MEMBER

In addition to any other sanction provided in the regulations, a team that uses the services of a suspended or ineligible member automatically loses the game by default. The games already played will not be affected by this regulation.

MISCELLANEOUS

CH-09 UPDATE

As to make it easier and faster, the host organisation must send the scoresheet after each game to Jean-Michel Martel at jm.martel@hockeylsl.ca or Nina Lauzon at n.lauzon@hockeylsl.ca

CH-10 SOCIAL MEDIA

We invite people using Twitter to share the score and pictures of their team at @hockeylsl1 by using the hashtag #regionauxLSL and #LSLRegionals. The region will also share every post to people who is following our page.



HOCKEY LAC ST-LOUIS
REGIONAL CHAMPIONSHIPS 2019
FEMININ HOCKEY

Feminin hockey

These rules apply to the Regional Championships of the Lac St-Louis Region. They are an addition to or a clarification of the Hockey Canada, Hockey Quebec and Regional Leagues rules and regulations. All members must abide by them.

VERIFICATION BINDER AND MEMBER ELIGIBILITY

CH-01 10.9.10 Verification binder

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- Scoresheets for the team's last five (5) games (regular season, tournaments and playoffs).
- If needed, the schedule of the tournament, festival or championships.

Players and coaches must sign the appropriate form prior to each game.

FORMAT – Round robin

CH-02 Atome A Feminin

A **round robin** format will be used

** For the duration of the Regional Championships only, Feminin single letter teams are not allowed to use the services of affiliated players from the AA Feminin class.*

Win	2 points
Tie	1 point
Lose	0 point
Franc jeu	1 point

LENGTH OF GAMES

All the games are stop time. A **three** minutes warm-up will be allowed before each game.

C) Atom A Feminin

1st period of ten (10) minutes stop time.

2nd period of ten (10) minutes stop time.

3rd period of ten (10) minutes stop time.

HOME AND VISITOR

Home and visitor: according to the schedule

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the final decision will be taken by the hosting organisation committee.

GAME CHANGE

Because of the schedules for the series of the LIHF, if there a conflict of part with this one, only The Regional Office may indicate any directive.

OVERTIME

No over time during the round robin. Except at the Regional Final under Article 10.7.2 and 10.7.3.

TIE BREAKING

10.8 Tie breaking

It is important to know that for each tie breaker, **the objective is to identify the best team or teams.**

Each criterias aims to eliminate one or more teams until the objective of identifying the best team or teams is achieved.

When there is a tie between two (2) or more teams, all of these teams are subject to the following points:

For each criterias, only teams tied are retained until finally a criterias determines the first team.

When the first team has been identified or eliminated, a second tiebreaker must be restarted with the teams tied, starting from the first criteria to determine the 2nd team if necessary and so on.

- A. The highest number of points.
- B. The highest number of wins.
- C. The result of game or games between the teams involved (wins).

Note 1: Applies only if all teams involved have played against each other in the same section under a round-robin format.

- D. The best differential: total of goals 'for', less the total of goals 'against' in all games.

Note 2: If a team does not show up for a game, the number of points for and against in games played by other teams against such team shall not be included in the count.

- E. The team having scored the quickest goal in all games played.

Note 3: If a team does not show up for a game, all games played against such team by other teams shall not be considered.

- F. The team having cumulated the most «Franc Jeu» points.

- G. By a draw.

FORMAT – Two games series

CH-03

Pee-wee AA Feminin, Pee-wee A Féminin, Bantam AA feminin, Bantam A Feminin, Midget AA Feminin and Junior B Feminin

A **two games series** format will be used.

** For the duration of the Regional Championships only, Feminin single letter and double letter teams are not allowed to use the services of affiliated players from the AAA Feminin class.*

Here are the possibilities of pointing:

Win (2 points) + Franc jeu (1 point) = 3 points

Tie (1 point) + Franc jeu (1 point) = 2 points

Lose (0 point) + Franc jeu (1 point) = 1 point

Win (2 points) + no Franc jeu (0 point) = 2 points

Tie (1 point) + no Franc jeu (0 point) = 1 points

Lose (0 point) + no Franc jeu (0 point) = 0 point

For a maximum of 4 points per game in standings.

After the second game, if both teams have the same numbers of points, there will be 10 minutes over time. The first goal will end the game.

LENGTH OF GAMES

All the games are stop time. A **three** minutes warm-up will be allowed before each game.

A) Peewee A Feminin

1st period of ten (10) minutes stop time.

2nd period of ten (10) minutes stop time.

3rd period of ten (10) minutes stop time.

B) Pee-wee AA Féminin, Bantam AA feminin, Bantam A feminin, Midget AA, Junior B feminin

1st period of fifteen (15) minutes stop time.

2nd period of fifteen (15) minutes stop time.

3rd period of fifteen (15) minutes stop time.

OVERTIME

The lowest team in the standings will be home team in match # 1 and the highest ranked will be visiting team in match # 2 and if necessary during overtime.

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the hosting organisation committee will take the final decision.

GAME CHANGE

Because of the schedules for the series of the LIHF, if there a conflict of part with this one, only The Regional Office may indicate any directive.

FORMAT – Double elimination

CH-04 Midget A Feminin, Junior A Feminin

A **double elimination** format will be used (except Regional final)
** For the duration of the Regional Championships only, Feminin single letter teams are not allowed to use the services of affiliated players from the AAA Feminin class.*

LENGTH OF GAMES

All the games are stop time. A **three** minutes warm-up will be allowed before each game.

1st period of fifteen (15) minutes stop time.

2nd period of fifteen (15) minutes stop time.

3rd period of fifteen (15) minutes stop time.

HOME AND VISITOR

The standing of the regular season will determine Home and Visitor.

On the other hand, example: If the ranked 1st team loses his match against the team ranked 8th, it loses his privilege to be the local team until the semifinals. It will take the place of the ranked team # 8.

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the final decision will be taken by the hosting organisation committee.

Semi-final and final: One (1) hour before the game, a representative from each of the two (2) teams and a representative from the host organisation will proceed with the draw. The winner of the draw will have the choice to be home or visitor.

GAME CHANGE

Because of the schedules for the series of the LIHF, if there a conflict of part with this one, only The Regional Office may indicate any directive.

GAMES

CH-05 OVERTIME

After Franc Jeu been applied, when the games have to be completed and we have to go into overtime, rules 10.7.1, 10.7.2 and 10.7.3 of the Administrative Rules book of Hockey Québec must be in force.

10.7.1 Overtime period

For all tournaments and festivals sanctioned by Hockey Quebec, where the score is tied after the three (3) regulation periods and “Franc Jeu” regulations have been applied and where games have to be completed (winner must be declared), an overtime period shall be played as follows:

A single five-minute (5) stopped-time period with line-ups limited to 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of “Franc Jeu” regulations. The first (1st) goal legally scored ends the game. If the tie persists after this five (5) minute overtime period, the “shoot-out” procedure shall apply as described in Article 10.7.2

10.7.2 Shoot out

A. For each game of a tournament or festival, if the score remains tied after the overtime period, the Referee shall ask each coach to designate three (3) players for the first round of the shootout. Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, a player to take part in the shootout. All players other than goalkeepers must take part in the shootout before a player is permitted to return a second time.

B. A player serving a penalty at the end of overtime shall be eligible to take part in the shootout.

C. The “shootout” will be carried out as follows:

- i) the Home Team shall have the choice of shooting first or second;*
- ii) once this choice is made, the designated team sends its first player to attempt to score against the opposing goalkeeper. Then the opposing team does the same until all three (3) designated players of each team have had their turn*
- iii) the choice made by the Coach does not indicate the order in which the players must appear on ice to take their shot;*
- iv) playing rules related to penalty shots are in effect;*
- v) Shots are taken in turn and no simultaneous shots on the two (2) goaltenders will be accepted.*
- vi) the team having scored most goals in the complete round is declared the winner.*

D. When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may well not be the same as in the first round. However, for each full round, all players on the team's roster at the end of the game must have their turn before a player may return for another try. The game ends when the tie is broken following an equal number of shots taken by each team.

10.7.3 Exception

During semi-final and final games of any Hockey Quebec sanctioned tournament, should the score be tied after regulation time after "Franc Jeu" points have been applied, there shall be overtime as follows:

A. there shall be a single overtime period lasting 10 minutes with stopped time. A line-up of 4 skaters and 1 goalkeeper will be used by each team except when penalties must be served in accordance with playing rules or for the application of "Franc Jeu" regulations. The first goal legally scored ends the game;

B. should the score remain tied after such overtime period, the shootout procedure described in Regulation 10.7.2 shall be used.

CH-06 TIME OUT

A thirty (30) seconds time out per game is allowed during the regional.

CH-07 SEVEN (7) GOALS SPREAD

The game will be stopped by the referee, if a team gets a difference of seven (7) goals on its opponent after two (2) periods of play.

CH-08 ICE RESURFACING

The ice surface will be done after each game. Teams must be ready as soon as the preceding game is over.

CH-09 GAME CHANGE

No game change will be accepted during the regional championships. In case of a winter storm and/or force majeure, only The Regional Office may indicate any directive. Because of the schedules for the series of the LIHF, if there a conflict of part with this one, only The Regional Office may indicate any directive.

CH-10 SUSPENDED/INELIGIBLE MEMBER

In addition to any other sanction provided in the regulations, a team that uses the services of a suspended or ineligible member automatically loses the game by default. The games already played will not be affected by this regulation.

<h2>MISCELLANEOUS</h2>

CH-11 UPDATE

As to make it easier and faster, the host organisation must send the scoresheet after each game to Jean-Michel Martel at jm.martel@hockeylsl.ca or Nina Lauzon at n.lauzon@hockeylsl.ca

CH-12 SOCIAL MEDIA

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