

RULES of the GAME



IN SUPPORT OF

SickKids[®]

Proceeds from this event support SickKids Foundation

All Proceeds being forwarded to
Juvenile Arthritis & Juvenile Diabetes
Priorities



Supporting Partners

Rules of the Game

1. Each team must have a minimum of 8 players and a maximum of 10 players on its roster. Teams can consist of male and female players. Round robin format with three games guaranteed.
2. All teams must have an adult coach. Having an assistant coach is optional. Coaches DO NOT play but are permitted to be both the coach and player in the "Mules " 16+ division.
3. Emergency roster changes will be allowed upon signing in on the day of the tournament and at the discretion of the Bar Down by the Lake organizing staff.
4. Each game is 30 minutes with two 15 minute halves. There will be a two minute break between the halves. There will be no stoppage in time. Team coaches must check in with the Referee 15 minutes prior to game time. Games will not be rescheduled. Any team not ready to play at the scheduled game time will default their game.
5. During games, when a ball leaves the playing area, the last player who touches the ball must forfeit the ball to the opposing team and give them a five foot radius to re-enter the playing surface.
6. When the ball is covered by the goaltender, the defending team gains possession of the ball behind their goal. The offensive team must give a 5 foot radius to make a play.
7. Substitutions can be made "on the fly" during game play. Players must exit the playing surface prior to a new player coming on. Too many players on the rink will result in a penalty.
8. Goalies are not permitted to substitute during the game except in the case of injury. If a goalie leaves the game due to injury, he/she can return to the net during a stoppage of play but he/she cannot return to the game as an "out" player.
9. Winner of a coin toss will determine which end the team wants to start the game. Teams will switch ends at the half way mark.
10. Each game will start by a face off at center rink governed by the referee. After a goal is scored, play will immediately resume with the goalie playing the ball. The scoring team must retreat past the centre line into their end before being able to play the ball.
11. The game referee is responsible for keeping track of the number of infractions per team in a game. They will also announce when 1 minute of actual playing time remains in each half. In event of any dispute regarding time or score, the matter shall be referred to the referee in charge and his or her decision is final (remember this is a fun event).
12. All players except goalies can cross the center line at any time.
13. No icings or off-sides will be called.

14. In the event of a tie at the end of 30 minutes of play, a five minute sudden death period will be played. If after sudden death the game is still tied, shoot-out will determine the winner of the game. Each team will be given the opportunity to take 3 shots (by 3 different players) in order to break the tie. If a tie still exists, then each team will continue to shoot one player at a time until the tie is broken.
15. Teams will be awarded 2 points per win. Top two teams in each division will play for the championship. In the event teams are tied at the end of round robin play, "goals for" will determine the top two teams.

Bar Down by the Lake has adopted the Canadian Hockey Association's Shared Respect Initiative. If you are not familiar with this initiative please visit the following websites for more information:

www.hockeycanada.ca/7/2/6/0/index1.shtml www.hockeycanada.ca/1/6/4/7/8/index1.shtml

An experienced Ref-in-Chief will be available to address any conflicts that may arise during a game and to support our volunteer refs.

PENALTIES

1. There will be NO slashing, tripping, body contact, hooking, crosschecking, high-sticking, abusive language or any other form of abuse to other players or refs. There are no Slap Shots allowed. If a player commits any of the mentioned infractions or any other behaviour the referee deems inappropriate, it will result in the other team being rewarded with a penalty shot.
2. Penalty shots will occur directly after the infraction. Penalty shots are taken with the ball being placed at center according to a breakaway format. The player the infraction occurred against will take the shot, except in the case of injury, and then any player on the pad may take the shot. If the goalie saves the ball then the defending team retrieves the ball and starts the game back up from behind the net. **See rule # 6 under Rules of Play.** If the offensive team scores **Rule # 10 will apply.**
3. Any player that is penalized three times during one game for incidents mentioned above, will no longer be able to play in that game. The team may also be disqualified from that game based on the discretion of the referee.

EQUIPMENT REQUIREMENTS

All participants under the age of 16 must wear:

- a CSA approved helmet and full face protector (16+ helmet only)
- hockey gloves
- proper running shoes
- shin pads, jocks and mouth guards are **STRONGLY RECOMMENDED** for all participants.

Ice Hockey Goalie pads are NOT permitted except in the Mule Division.

(Exception: Adults can wear either street hockey pads or ice hockey pads)

All goalies must wear protective gear.

This includes helmet, neck protector, chest protector, gloves or catcher & blocker and hockey pads.

