



RULES 2026

RULES - TOURNOI INTERNATIONAL ATOME M11

DESJARDINS DE LÉVIS –2026

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General Rules

1. Rules of play

The rules of the game are those of the ACHA and the administrative regulations those of Hockey Québec in force for the 2025-2026 season and those indicated below.

2. Category of teams

5 class : AA, BB, A, B, C.

3. Registry of teams

To participate in the tournament, teams must send their registration forms and the required amount either by money order or certified check, before the date set by the tournament executive.

4. Players eligibility

To be eligible, players must be born between January 1, 2015 inclusive and December 31, 2016 inclusive.

5. Location of « Tournoi International atome M11 Desjardins de Lévis »

Aréna municipal de Lévis, 29 Rue Vincent-Chagnon, Lévis (Québec) G6V 6Z5
For information : tournoi-atome-levis@hotmail.com

Aréna André Lacroix, 7300 Blvd. Guillaume Couture, Lévis (Québec) G6V 6Z4
For information : tournoi-atome-levis@hotmail.com

6. Form to complete

A team that is confirmed must complete an alignment form that will be sent to them and return it.

7. Time of arrival

For the first game, each team must arrive at the arena at least 60 minutes before the start of their game.

The manager must report to the registrar on the second floor of the Lévis arena or the basement of André-Lacroix arena, 60 minutes before the start of his first game.

For other games, each team must arrive at the arena at least 45 minutes before the start of their game.

7.1 Delay or Lateness to a Game Without Force Majeure

A team that is not present at the scheduled start time of the game, without a force majeure situation, will be granted a **15-minute grace period**, including the warm-up period, to present the **minimum required number of players** on the ice to begin the game.

In addition, a **two (2)-minute penalty** will be assessed for delaying the start of the game.

After this 15-minute period, the team **loses by forfeit (0–1)** and also **loses its Fair Play Point**.

7.2 Delay or Lateness to a Game Due to a Force Majeure Situation

The authority responsible for the game may grant **additional time** before the start of the game, including the warm-up period, to allow the team to present the **minimum required number of players** on the ice to begin the game.

The authority may choose to **postpone** or **cancel** the game.

If the authority must cancel the game, the team **loses by forfeit**, but **retains its Fair Play Point**.

8. Tournament procedure

In class A, B and C, it is a double elimination type tournament. 2 games minimum.

Classes AA and BB play a minimum of three games. The results of these games determine each team's position in the overall standings.

In the AA class, there are two pools of twelve (12) teams so six (6) teams out of twelve (12) from each pool advance to the knockout stages.

In the BB class, there is a pool of twenty-two (22) teams. The top 12 teams in the overall standings advance to the knockout stages.

8.1. Round of 16: For the AA class

6th place vs. 3rd place

5th place vs. 4th place

8.2. Quarter-finals: For the AA class

4th in the standings among the remaining teams and winners of the round of 16 vs. 1st in the pool standings.

3rd place in the standings among the remaining teams and winners of the round of 16 vs 2nd place in the pool standings.

8.3. Semi-finals: AA (Here we cross the pools)

For the AA:

2nd record in the AA-AUGER pool standings among the remaining teams and winners of the quarter-finals vs 1st record in the AA-DAVIE pool standings among the remaining teams and winners of the quarter-finals.

2nd record in the AA-DAVIE pool standings among the remaining teams and winners of the quarter-finals vs 1st record in the AA-AUGER pool standings among the remaining teams and winners of the quarter-finals.

8.4. Finals: For the AA class

The two winning teams of the semi-finals meet
(Draw for home and visiting club)

8.5. Round of 16: For class BB (One Pool)

6th place vs. 3rd place
5th place vs. 4th place

8.6. Quarter-finals: For class BB (One Pool)

4th in the standings among the remaining teams and winners of the round of 16 vs. 1st in the pool standings.

3rd place in the standings among the remaining teams and winners of the round of 16 vs 2nd place in the pool standings.

8.7. Semi-finals: AA

2nd record in the BB-SPORT EXPERT pool standings among the remaining teams and winners of the quarter-finals vs 1st record in the AA-DESJARDINS pool standings among the remaining teams and winners of the quarter-finals.

2nd record in the AA-DESJARDINS pool standings among the remaining teams and winners of the quarter-finals vs 1st record in the AA-SPORT EXPERT pool standings among the remaining teams and winners of the quarter-finals.

8.8. Finals: For class BB

2nd record in the standings of the remaining teams and winners of the semi-finals vs 1st record in the standings of the remaining teams and winners of the semi-finals.

9. Entry Fees

Free.

10. Team registration required documents

A verification binder will be required from all participating teams, except for teams that have sent their documents by email at the request of the registration manager. THE TEAM IS RESPONSIBLE FOR COLLECTING THEIR BINDER IMMEDIATELY AFTER THEIR LAST GAME.

The binder or email must include the following formulas and elements:

The Official Team Roster Form approved by the Regional or Association Registrar and signed by the players and bench staff.

League game schedule and tournament game schedule.

Score sheets for the last five (5) games (regular season, tournaments or playoffs).

For teams outside Quebec

For teams from outside Quebec, the tournament must request:

- A sanction request for a team tour issued by the section, association or organization of which the team is a member. The tournament must submit this sanction request for a team tour with its tournament report
- Contracts issued by the said association, organization or section from which the signature of the players can be verified.
- Proof of age for each player
- A league match schedule where she usually plays
- Game sheets for the team's last five (5) games.
- Note: Failure to produce any of these documents may lead to the exclusion of the said team from the tournament after study of the case with the regional tournament manager of the region concerned or his representative.

Specific rules for « Tournoi international Atome M11

Desjardins de Lévis »

11. Game duration

For classes A, B and C all games of preliminary rounds, round of 16, quarter-finals and semi-finals and finals are three periods of 10-12-15 minutes timed. For classes AA and BB all games of preliminary rounds, round of 16, quarter-finals and semi-finals are three periods of 10-12-15 minutes timed. The finals are three periods of 15-15 and 20 timed minutes.

11.1. Goalkeepers switch goals after the first period. There is no rest period and the second period begins immediately.

11.2. Ice resurfacing is done between the second and third period. The goaltenders switch goals after the second period. However, the tournament management reserves the right to cancel the surfacing and to grant two (2) minutes of rest to the teams.

11.3.

a) In the event of a difference of seven (7) or more goals after the second complete period IN ALL GAMES of class A, B and C, the game in progress will end immediately

b) In classes AA, BB, IN THE FIRST THREE GAMES OF THE PRELIMINARY ROUND, in the event of a difference of seven (7) or more goals after the second complete period, there will be no timing during the third period, and this, even if the gap decreases and the penalties are still timed. No time out will be allowed when in untimed time.

c) FOR THE AA AND BB CLASSES OF THE TOURNAMENT, DURING THE ROUND OF 16, SEMI-FINAL AND FINAL GAMES, in the event of a difference of seven (7) goals or more after the second complete period, the game in progress will end immediately

12. Maximum number of players

Each team is allowed a maximum of nineteen (19) players in uniform; that is seventeen (17) players and one or two goalkeepers.

13. Minimum number of players

In classes "A", "B" and "C", a team must present itself with a minimum of 6 players in uniform, plus a goalkeeper at the start of a game.

In the "AA" and "BB" competition, a team must arrive with at least ten (10) players in uniform at the start of a game plus one or two goalkeepers.

14. Jersey

When the colors of the jerseys of the teams in the game do not contrast, the visiting team on the scoreboard will have to change its jersey. Another set of jerseys will then be provided by the tournament. The home team must wear the **Dark** jersey, and the visiting team must wear the **Light (pale)** jersey

15. Injure player

15.1. The tournament provides a first aid team during tournament games. However, there may be no one responsible on occasion. On this occasion, coaches must wait for the referee's signal before jumping on the ice.

15.2. When a player is injured during a game, team officials are FORBIDDEN to go on the ice, unless invited to do so by the manager. Persons assigned by the tournament take care of the injured. However, there will be no Minor penalty imposed on the offending team.

15.3. When a player is injured during a period whose time is no longer measured, the timekeeper will stop the time by decision of the referee.

16. Timeout

A timeout of 30 seconds will be granted during the game (except if under running time where it will not be allowed)

17. Hand shake

The handshake will be given after the presentation of the gift for the player of the game and/or before the presentation of the trophies.

18. Warm up and resurfacing the rink during a game

18.1. WARM-UP: A period of 2 minutes will be allocated to the teams for the warm-up at the start of the game. If the tournament is late, this period may be cancelled.

18.2. ICE SURFACING: After a surfacing in the course of a game (after the 2nd period), only 5 players and the goaltender of each team will be allowed on the ice. The other players should go immediately to their respective benches. No penalty will be awarded to the offending team.

19. Schedule and home team

19.1. In class A, B and C, the schedule will be respected in full until the moment when two winning teams compete, the receiving team is determined by a draw between the teams concerned.

19.2. For all games in classes AA and BB, the schedule will be fully respected.

19.3. The tournament organization reserves the right to modify the tournament schedule if events require it and the teams must comply with it.

20. Equipment

Each player must wear the mandatory equipment according to the rules in force in the province or country where his team is registered.

No stick measuring will be permitted during the tournament.

21. Individual trophies and/or pennants

Winners will be determined as follow :

For each category of the tournament :

21.1. Best goalkeeper:

Chosen by a selection committee formed by the organization of the tournament. The decision of the committee is final (The goalkeeper with the best average in his category does not necessarily win the title of best goalkeeper).

21.2. Best points leader:

In the event of a tie, the player with the most goals will be declared the winner. None of the goals scored in the shootout will be added to the sheet of the player involved.

21.3. Best defender:

Chosen by a selection committee formed by the organization of the tournament. The committee's decision is final. (The defender with the most points does not necessarily win the title of best defender).

Selection of the All-star team in the AA and BB classes of the tournament and the winners will be named after the AA final of the tournament:

21.1. Nomination of the star team:

Nomination of the star team of the tournament, will be composed of 3 forwards, 2 defensemen and 1 goalkeeper, chosen by a committee formed by the organization of the tournament. The committee's decision is final.

Most Promising Player of the Tournament (chosen by a committee formed by the tournament organization. The decision of the committee is final).

22. Management of the tournament

Tournament management reserves the right to make changes to any rules to ensure the smooth running of the tournament. However, any addition or modification to these rules must be approved by the regional tournament manager of H.Q.C.A. and any request for modification and/or addition must be made in writing for approval. French Version of rules and regulation prevail on any other documents

23. Responsibility in case of injury

The tournament management and/or its volunteers cannot, at any time, be held responsible for injuries suffered by players or coaches during the tournament.

24. Policy, during snowstorms, ice storms or other situations beyond the control of the tournament.

24.1. If possible the tournament reserves the right to move a game if one or both teams cannot present themselves during snowstorms, wind, ice or other situations. In the event that we cannot apply point 23.1 here is the procedure that will be applied

24.2. If one of the two (2) teams shows up and the other does not, the team that showed up is declared the winner;

24.3. If neither of the two (2) teams shows up, draw to determine the winning team.

24.4. If a team does not show up for a game, it loses its Franc Jeu point.

25. Air Horn Prohibition

The use of **compressed-air horns, battery-powered horns or whistles, or any other non-manually operated sound device** is strictly prohibited during games played under the jurisdiction of Hockey Québec.

Sanctions for using a prohibited horn:

- **First (1st) offense:** Verbal warning.
- **Second (2nd) offense (despite the verbal warning):** Loss of the **Fair Play Point** for the team's **next game** (the team whose spectator used the prohibited horn).
- **Third (3rd) offense (despite the loss of the Fair Play Point):** **Forfeit loss.**

26. Web Streaming of Games

Video recording and streaming of tournament games are intended **solely for recreational purposes** and to enhance the experience of our participants and spectators.

Under **no circumstances** may these recordings or broadcasts be used to **influence or alter** the outcome of a game or the decisions made by the officials.

This restriction also applies to **private recordings** (e.g., cellphone videos).

Annexe I

1. Pointage : Classes AA, BB

1.1. Class AA and BB teams follow the following rules in addition to the regular tournament and Hockey Quebec rules when they apply.

1.2. For the first three games which will determine the general classification, the following rules apply:

1.2.1. The score after the three regular periods determines the result of the game according to the following situations:

1.2.1.1. Not tied after three regular periods: the winning team accumulates 4 points (3 for the victory and 1 if it has kept its behavior point) and the losing team 1 point if the team has kept its behavior point.

1.2.1.2. Tie after three regular periods: the winning team accumulates 3 points (2 points for the victory and 1 point for the behavior point if retained, before the overtime and/or shootout). Losing team accumulates 2 points (1 point for the loss in overtime or shootout, plus 1 point if the team kept their behavior point, before the overtime or shootout.

2. Point - Franc Jeu (Fair play added point)

2.1. Application of Franc-Jeu in overtime

A. Application of overtime period – five (5) minutes

If there is an overtime period due to the application of this rule, the offending team will have to start this period with three (3) against four (4) players for a duration of two (2) minutes. The coach of the offending team, through the captain on the ice, shall designate a player to serve this two (2)-minute minor penalty. The coach may designate a player who was not on the ice at the time of the infraction (e.g., at the end of the period)."

B. Application of overtime period – 10 minutes (semi-finals and finals)

If there is an overtime period due to the application of this rule, the offending team will have to start the overtime period with three (3) against four (4) players for a duration of two (2) minutes.

The coach of the offending team, through the captain on the ice, shall designate a player to serve this two (2)-minute minor penalty.

The coach may designate a player who was not on the ice at the time of the infraction (e.g., at the end of the period). If both teams have lost their Fair Play Point, the teams will play three (3)-on-three (3) plus one goaltender per team."

Note: The Fair Play Point does not apply during the overtime period.

3. Criteria for penalty minutes

3.1. Atome (M11) : 10 minutes or less

3.1.1. Type of penalties (Scoresheet)

Type of penalties goes as follow :

Code A	2 minutes
Code B	5 minutes
Code C	10 minutes
Code D	10 minutes
Code E	10 minutes
Code F	0 minute

4. Behavior of team officials

As soon as a referee calls a bench penalty to a team official because of his behavior, resulting in a game misconduct, gross misconduct and game penalty, that team will automatically lose its Fairplay point.

Codes:

D-61 = Verbal abuse of an official, unsportsmanlike conduct and other misconduct

D-62 = Engaging in insults or intimidation of a discriminatory nature

D-66 = Gross misconduct to deride the party

D-70 = Abusive and obscene language, gesture

E-77 = Threaten to hit or attempt to hit an official

E-78 = Verbal aggression towards an official

E-79 = Spitting

Annexe II

1. Overtime

Overtime period for all tournament classes AA, BB, A, B and C preliminary games + round of 16 and quarter-finals of all classes.

In the event of a tie after the three regulatory periods of play, there will be an overtime period as follows:

- There will be a maximum of 1 additional period of 5 minutes at stoppage time with an alignment of 3 players per team plus 1 goalkeeper, after the application of the rules of the Franc Jeu formula when the matches are to be finished, except in case penalty (in accordance with the rules of the game), the first goal scored ends the game.
- After this 5-minute overtime period, if the tie persists, there will be a shootout.

2. Shootout

When there is a shootout, only the goal difference is added to the record of the teams present (e.g. the score is 2 to 2 after three regulation periods. In overtime, there is no goal, in shootout, the count ends 5 to 4. The table score for goals for and goals against will be 3 to 2 and this will be the one used to establish the best differential in the event of a tie, if necessary.)

2. Shootout

2.1. After each tournament game, if the score remains tied after the overtime period, the coach shall designate **one (1)** player to attempt to beat the opposing goaltender. The coach **is not required** to inform the officials of the order of his three (3) shooters. If the tie persists after this first round, the coach shall designate shooters **one at a time** for the subsequent attempts.

All players **except the goaltender** must participate in the shootout **before any player may shoot a second time**.

2.2. A player who was in the penalty box at the end of the overtime period **is eligible** to participate in the shootout.

2.3. The shootout will proceed as follows:

2.3.1. The home team has the choice of determining whether it will shoot first or second.

2.3.2. Once the choice is made, the designated team sends its first shooter to attempt to beat the opposing goaltender; then the first player of the other team does the same, and so on, until **three (3)** shooters from each team have completed one full round.

2.3.3. The coach's selection of players **does not determine** the order in which the players must appear at center ice to take their shot.

2.3.4. Penalty shot rules apply.

2.3.5. Shots are taken **alternately**, and **no simultaneous shots** at the two goaltenders will be permitted.

2.3.6. The team that scores the greatest number of goals in this complete round is declared the winner.

2.3.6.1. If a second or third round is required to break the tie, the order in which players shoot is entirely at the coach's discretion and **does not need** to match the first round.

In each round, **all players who ended the game must participate** in the shootout before any player may shoot again.

2.3.6.2.

The game ends as soon as the tie is broken, after **one player from each team** has taken a shot on goal.

3. Exception for all classes, semi-final and final

During the semi-final and final games of each tournament sanctioned by Hockey Québec, in the event of a tie after the three regulation periods, there will be an overtime period as follows:

3.1. There will be a maximum of 1 additional period of 10 minutes at stoppage time with an alignment of 3 players per team plus 1 goalkeeper, after the application of the rules of the Franc Jeu formula when the matches are to be finished, except in the event of penalty (in accordance with the rules of the game), the first goal scored ends the game.

3.2. After this ten-minute overtime period, if the tie persists, there will be a shootout as stipulated in article 10.7.2

4. Tiebreaker

It is important to know that for each tie-break round, **the objective is to identify the best team(s)**.

Each criterion aims to eliminate one or more teams until the objective of identifying the best team(s) is achieved.

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

For each criterion, only the tied teams are kept until finally a criterion determines the first team

When the first team has been identified or eliminated, a second tie-break round must be started again with the tied teams from the first criterion to determine the 2nd team if necessary and so on.

- A. The greatest number of points.
- B. The greatest number of wins.
- C. The fewest goals against.
- D. The most goals for.
- E. The team that scored the fastest goal in all games played.

NOTE 1: In the case of a team that does not show up for a match, all matches played against it by other teams must not be considered.

- F. The team having accumulated the most Franc Jeu points.
- G. By drawing of lots.

Rules reviewed – January 2026