



# Regulations Edition 2022

# **General Information**

## **1. Game Rules**

For all games, the tournament follows the rules set by the ACHA, and the administrative rules are those of Hockey Quebec, established for the 2021-2021 season.

## **2. Team Divisions**

There are be 5 divisions: AA, BB, A, B, C.

## **3. Team Registration**

In order to register for the tournament, teams must send in the registration form, along with fees for their division, either by money order or certified check before the deadline set by the administration.

## **4. Player Eligibility**

All eligible players must be born between January 1<sup>st</sup>, 2011 and December 31<sup>st</sup>, 2012 inclusively.

## **5. Rink Locations**

Aréna de Lévis, 29 rue Vincent Chagnon, Lévis, (Québec) G6V 4V6  
Phone : (418)838-4129

## **6. Required Form**

Once a team is confirmed, a form will be sent and must be returned completed with the team's roster and a team picture.

## **7. Arrival at the Arena**

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

The team manager must present him/her at the registrar at least 60 minutes before the beginning of the team's first game.

For all other games, the team must arrive at least 45 minutes before the beginning of the game.

## 8. Tournament Format

AA and BB divisions will play a minimum of 3 games. The results of these games will determine each team's position in the overall preliminary round standings.

AA division, the first 8 positions in the general classification reach the quarter-finals.

BB division, the first 12 positions in the general classification reach the round of 16 and quarter-finals

A, B and C divisions, it is a double elimination type tournament. 2 games are guaranteed

### 8.1. Eighth finals for division BB (One Pool)

12<sup>th</sup> position vs. 5<sup>st</sup> position

11<sup>th</sup> position vs. 6<sup>nd</sup> position

10<sup>th</sup> position vs. 7<sup>rd</sup> position

9<sup>th</sup> position vs. 8<sup>th</sup> position

The first, second, third and fourth position in the general classification go directly to the Quarter-finals

### 8.2 Quarter-Finals for Division BB (One Pool)

Winner game #55 vs. 1<sup>st</sup> position

Winner game #57 vs. 2<sup>nd</sup> position

Winner game #59 v., 3<sup>rd</sup> position

Winner game #61 vs. 4<sup>th</sup> position

### 8.3 Quarter-finals: For division AA (One Pool)

8<sup>th</sup> position vs. 1<sup>st</sup> position

7<sup>th</sup> position vs. 2<sup>nd</sup> position

6<sup>th</sup> position vs. 3<sup>rd</sup> position

5<sup>th</sup> position vs. 4<sup>th</sup> position

#### 8.4 Semi-Finals for AA and BB divisions

4<sup>th</sup> in the standings among the remaining and winning teams of the quarter-finals vs. 1<sup>st</sup> in the standings among the remaining and winning teams of the quarter-finals.

3<sup>th</sup> in the standings among the remaining and winning teams of the quarter-finals vs. 2<sup>nd</sup> in the standings among the remaining and winning teams of the quarter-finals.

#### 8.5 Finals for AA and BB divisions

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

### **9. General Admission**

General admission is free for all spectators.

### **10. Team Folder (Hockey Québec – 9.9.9)**

Each team must submit a verification folder. THE TEAM MANAGER IS RESPONSIBLE TO PICKING UP THE FOLDER IMMEDIATELY AFTER THE TEAM'S LAST GAME.

The following documents are mandatory in the folder:

- The official team roster, approved by the regional registrar or association
- The team's league and tournament game calendar
- The team's last five (5) game score sheets (regular season, tournament or series)

## **For outside Quebec Team:**

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 teams 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 payers can be verified.
- Proof of age for each player
- A league games schedule where the team usually plays
- Game sheets for the last five (5) games
- **Note:** Failure to produce any of these documents may lead to the expulsion of the said team from the tournament after study of the case with the regional tournament manager of the region concerned or his representative.

## **Information specific to the TIAL**

### **11. Length of Games for all Divisions**

For A, B, C classes, all preliminary round games, eighth finals, quarter-finals and semi-finals and finals will consist of 3 periods (10, 12 and 15 minutes, timed).

For AA and BB classes, all preliminary round games, eighth finals, quarter-finals and semi-finals will consist of 3 periods (10, 12 and 15 minutes, timed). Finals will consist of 3 periods (15, 15 and 20 minutes, timed).

- 11.1 The goaltenders will change goals after the first period. There is no time out. The second period will begin immediately.
- 11.2 The ice will be resurfaced between the second and third periods. The goaltenders will also change goals at this time. The tournament executives reserve the right to cancel the resurfacing and will allow for a two (2) minute rest for the teams.

### 11.3

- A. In the event of a difference of seven (7) or more goals IN EVERY GAME for divisions A, B and C, the game will be ended after two completed periods.
- B. In divisions AA, BB, DURING THE FIRST THREE GAMES OF THE PRILIMINARY ROUND, in the event of a difference of seven (7) or more goals after the second full period, there will be no timing during the third period, even if the difference decrease and the penalties are still timed. No time out will be allowed when in untimed time.
- C. FOR DIVISIONS AA AND BB, DURING ALL EIGHTH FINALS, QUARTER-FINALS, SEMI-FINALS AND FINAL GAMES, in the event of a difference of seven (7) or more goals after two completed periods, the game will be ended immediately.

## **12. Maximum number of players**

Each team is allowed a maximum of nineteen (19) players in uniform; seventeen (17) players and one (1) or two (2) goaltenders.

## **13. Minimum Number of Players**

For divisions A, B and C, each team must have a minimum of six (6) dressed players, plus one (1) goaltender at the beginning of a game.

For divisions AA and BB, each team must have a minimum of ten (10) players dressed, plus one (1) goal tender at the beginning of a game.

## **14. Jerseys**

When the contrast between both teams' jerseys are judged too subtle, the visiting team will be asked to change jersey. A series of jerseys will be provided by the tournament. The local team will wear the lighter jersey and the visiting team, the darker jersey.

## **15. Injured Players**

15.1 It is PROHIBITED for a team's attendant to go on the ice when a player is injured during the match, unless asked to do so by the game official. The tournament has assigned people to take care of injured players. No penalty will be given for disrespecting this rule.

15.2 If a player is injured during running time, the referee may ask the time keeper to stop the time.

## **16. Time Outs**

Each team has one (1) thirty (30) second time out per game. NO TIME OUTS WILL BE PERMITTED DURING RUNNING TIME.

## **17. Handshake**

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

## **18. Warm-Ups and Ice Surfacing During Games**

18.1 **Warm-Ups:** Each team will have a two (2) minute warm-up period at the beginning of each game. This period may be cancelled if the tournament is running late on its schedule.

18.2 **Ice Surfacing:** Only the five (5) players and goal tender will be allowed on the ice following the ice surfacing after the second period. All other players must go directly to their allocated bench. No penalties will be given for violation of this rule.

## **19. Schedules and Receiving Team**

19.1 For divisions A, B and C, the schedule will be followed in its entirety until two winning teams face off against each other. The receiving team will be determined by draw.

19.2 For the first game for divisions BB and AA, the schedule will be followed in its entirety.

- 19.3 The tournament's organizing committee reserves the right to modify the schedule, and all teams will be asked to comply with the changes.

## **20. Equipment**

Each player must wear the obligatory equipment designated by the province or country where their team is registered.

Stick measuring will not be tolerated during the tournament.

## **21. Individual Trophies and/or Banners**

The winners will be determined as follows:

**For each division of the tournament:**

### **21.1 Best Goaltender:**

Chosen by a selection committee established by the tournament organization. The committee's decision is final. **The goaltender with the best overall standing in the category will not necessarily be chosen as best goaltender of the tournament.**

### **21.2 Top Scorer**

Should there be a tie, the player with the most amount of goals will be the winner. Goals scored during a shoot-out will not be considered.

### **21.3 Best Defensive Player**

Chosen by a selection committee established by the tournament organization. The committee's decision is final. **The defenseman with the most points will not necessarily be chosen as best defensive player of the tournament.**



**Selection of the All-Star team in the AA and BB divisions of the tournament and the winners will be named after the final AA of the tournament.**

21.4 All-Star Team Nomination:

The all-star team will be composed of three (3) forwards, two (2) defensemen, and one (1) goaltender. The team will be chosen by a selection committee established by the tournament organization, and **the decision will be final.**

The tournament's most promising player will be chosen by a selection committee established by the tournament organization, and **the decision will be final.**

**22. Board of Directors**

The tournament's Board of Directors reserves the right to make any changes to the rules and regulations, should they judge it in the tournament's best interest. However, all modifications must be sent in by writing to and approved by the Regional Director for all H.Q.C.A. tournaments.

**23. Responsibility in Case of Injury**

The tournament's directors and/or volunteers will, in no case, be held responsible for injuries occurring during the tournament.

**24. Snow Storms, Freezing Rain, Closing of Bridges or Other Situations out of the Tournament's Control**

24.1 **If possible**, the tournament reserves the right to move a game, if one or both teams cannot be present due to severe weather conditions (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 (1) of the two (2) teams is present, the present team will be declared the winner.

24.3 If neither team is present, a draw will determine which team is declared the winner.

24.4 If a team is not present for a game, they will lose their *Franc Jeu* point.

# **ANNEX 1**

## **1. Scores: Divisions AA and BB**

- 1.1 All teams in divisions AA and BB will follow the following rules, in addition to the general rules of the tournament and those established by Hockey Quebec, when applicable.
- 1.2 Here are the guidelines which will apply to the first three (3) games, which will determine the general ranking:
  - 1.2.1 The score after the three (3) regular periods determines the result of the game according to the following situations:
    - 1.2.1.1 Not tied after three (3) regular periods: the winning team accumulates 4 points (2 for the victory and 1 if the team has kept its behavior point) and the losing team 1 point if the team has kept its behavior point
    - 1.2.1.2 In the event of a tied game after three (3) regular periods: the winning team will receive three (3) points (2 for the win, 1 for behaviour, if maintained before overtime and/or shootout). The losing team will receive 2 points (1 for loss during overtime or shootout, 1 for behaviour, if maintained before overtime and /or shootout).

## **2. *Franc-Jeu* Point (behaviour)**

### **2.1 For divisions AA and BB, for the first three (3) games of the preliminary round in overtime situations.**

One (1) *Franc-Jeu* point will be given to the teams who, after three (3) regular periods of playing time, have followed the criteria established. No penalty will be given when starting an overtime period due to the loss of the *Franc-Jeu* point.

Should a team not present itself to a game, the opposing team will be declared victorious (3 points), and will also receive one (1) *Franc-Jeu* point. The absent team will lose all points for this game.

Once the teams are determined according to general ranking for the eighth finals, quarter-finals, semi- finals and finals, the *Franc-Jeu* point will be issued in accordance to the system described in the previous chapter for all eliminatory games.

**2.2 For divisions A, B and C, and eighth finals, quarter-finals, and all divisions in situations of overtime.**

For all games played by divisions A, B and C teams, as well as during eighth of finals, quarter finals of every division, as well as when there is a tie game, the game will continue even if one of the two teams has lost its *Franc-Jeu* point. However, should this occur, the team having received its *Franc-Jeu* point will benefit from a power play situation (four against three) during five (5) minutes of overtime. During the overtime periods, a player of the faulty team will not be asked to sit in the penalty box (major penalty).

**2.3 *Franc-Jeu* points in all semi-finals and finals for all divisions when in situation of overtime**

During semi-final and final games for all divisions, if one of the teams has not been awarded its *Franc-Jeu* point, the team having received it will play the first five (5) minutes of a ten (10) minute overtime period in a power play situation (four against three), advantage going to the team having received the *Franc-Jeu* point. Should there be no goal in the first five minutes, the teams will play four against four for the remainder of the overtime period.

Through the team captain, the coach of the faulty team will be asked to name a player to purge the major penalty. Any player from that team can be named.

**3. Criteria for Penalty Minutes**

**3.1 Atome: 10 minutes or less**

3.1.1 Type of penalty (score sheet)

The following penalties will be classified as following:

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

#### 4. Coaching/Team Staff Behaviour

Should a penalty given to any member of the coaching/team staff for unacceptable behaviour, the team will automatically lose its *Franc-Jeu* point for that game.

Codes:           D-61 = Verbal abuse towards an official, unsportsmanlike conduct  
                  D-62 = engaging in insults or intimidation of a discriminatory nature  
                  D-66= Unacceptable conduct resulting in derision of the game  
                  D-70= Unacceptable language, offensive and/or obscene gestures  
                  E-78= Verbal aggression towards an official  
                  E-77= Threatening to hit or attempting to hit an official

## **Annex II**

### **1. Overtime**

Overtime period for divisions AA, BB, A, B and C preliminary games, plus eighth finals and quarter-finals for all divisions (9.7.1.).

In the case of a tie game after three (3) period of regular game time, an overtime period will begin, according to the following procedure:

- There will be a maximum of one (1) overtime period of five (5) minutes (stopping time), with a four (4) player and one (1) goal tender lineup for each team, except in case of a penalty (according to the game rules). The game will end when the first goal is scored.
- If the game is tied after the overtime period, a shootout will take place,

### **2. Shootout**

Only the difference in score will be displayed on the scoreboard during a shootout (ex: The score is 2-2 at the end of three (3) regular playing time periods. There are no goals scored in overtime, and the score is 5-4 after the shootout. The score on the scoreboard will read 3-2, and that is the score that will be used, should there be a tie in the differentials).

#### **Shootout**

- 2.1 After each game of the tournament, should the score be tied after the overtime period, the coach will choose three (3) players of his team to participate in the shootout. He is not required to inform the referees of the order of the shooters. Should the score remain tied at the end of this round, each coach will choose one player at a time to participate in the shootout. Every player of the team, except for the goal tender, must participate at least once in the shootout before going up for 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 round.
- 2.3 The shootout will go as follows:
  - 2.3.1. The receiving team will determine if it begins or not the shootout.
  - 2.3.2. Once the decision is made, the starting team will send its first player to try and outplay the opposing goal tender. The other team will go next,

and so on and so forth, until the three (3) players from each team has completed its round.

- 2.3.3. The coach's pick does not necessarily determine the order each player must participate in the shootout.
- 2.3.4. The rules for penalty shots apply in a shootout situation.
- 2.3.5. The shots are taken one at a time.
- 2.3.6. The team having scored the most goals during the shootout period will be declared the game winner.
  - 2.3.6.1 Should a second or third shootout round be necessary, the coach will determine the order of shooters, and may not be congruent with the first round. Again, every player ending the game will partake in the shootout round before one player gets the chance to go for a second time.
  - 2.3.6.2 The game will end once the tie is broken, and after one player from each team has taken part.

### **3. Exception for all divisions, semi-finals and finals**

In accordance with Hockey Québec tournament rules, an overtime period is mandatory should a game end in a tie score after three (3) regular playing time periods.

- 3.1 There is a maximum of one (1) 10 minute overtime period, stopping time, with a four (4) player and one (1) goaltender lineup, except if there is a penalty (in accordance with game rules). The first team to score a goal will win the game.
- 3.2 Should the game still be tied after the 10 minute overtime period, a shootout period will take place

### **4. Tiebreaker**

It is important to know that for each tie-breaking round, the objective is to identify the best team or teams.

The goal of every criteria is to eliminate one or more teams, until the objective of identifying the best team is attained.

**When two (2) or more teams are of equal classification, be assured that each has met the following criteria:**

For each criteria, only the teams tied are retained until one specific criteria determines the best team.

Once the first team has been identified or eliminated, a second selection round must occur with the equal teams, according to the first criteria, in order to determine the 2<sup>nd</sup> team, and so on.

- 4.1. The highest number of points;
- 4.2. The highest number of victories;
- 4.3. The result of the game (s) between the teams in question (wins);

**Note 1: Applies only if all teams involved have played against each other in the same section for a round robin tournament.**

- 4.4. The best differential: goals total for minus the goals total against of all parties;

**Note 2: If the team is not present for a game, the number of the goals for and against games played against them by the other teams should not be considered in the calculation.**

- 4.5. The team having scored the fastest goal in all games played;

**Note 3: In the case of a team that doesn't show up for a game, all games played against them by the other teams shall not be considered.**

- 4.6. The team having accumulated the most Fran-jeu points (behavior);
- 4.7. Draw.