

Kootenay Shootout 2018 Tournament Rules

1. Absolutely no playing with balls, including passing, catching or playing wall ball in the facilities (with the exception of scheduled games) or on the facilities at any time.
2. Any damage or willful intent to damage property and the resulting cost will be directed to the offending club. For example, if a ball is found plugging a toilet after your team has used the dressing room, you will be assessed the plumbing bill. The offending player or players may be suspended from the remainder of the tournament.
3. A ZERO tolerance will be in effect for all players and fans that are abusive either physically or verbally. The referee will stop the game (but not the clock, if it is running time). The home team will be asked to have the offender removed regardless of team affiliation. They may be aided in this task by the arena manager. Calling the police will be an early option. The game will not resume until the offender is ejected.
4. Each participating team must be prepared to supply proof of age for the players listed on their roster. No player may be on the roster of two teams at the tournament. All teams must come with their regular rosters. They cannot pick up players without prior approval by the tournament chairperson. Teams with 15 players or more may not apply to pick up extra players. Cranbrook Tournament rules take precedence over BCLA rules which take precedence over CLA rules.
5. If team uniform colours are similar, the home team will be required to change jerseys or put on pinnies of a contrasting colour. Number must be visible and pinnies tied down properly, and the goalie must also change unless it is impossible to do so.
6. Home team will be designated as the first team mentioned in the schedule (Team 1).
7. Game sheets must be prepared 15 minutes prior to game time. Players must be listed in order by number. The goaltender, captain and alternate captain(s) should be indicated. A Delay of Game penalty may be assessed if the sheet is not ready on time.
8. The white copy of the completed game sheet must be given to the tournament representative at the rink manager table immediately after each game by the home team.
9. Each team must contribute 2 minor officials (scorekeeper/Timekeeper/30 Second Timer/Penalty Boxes). Teams must assign personnel prior to the game and the minor officials must be in position at the start of the team warm-up. Any team without its minor officials will be assessed a Delay of Game penalty. Note: the tournament will provide a 30 Second Clock Official for the medal rounds.
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10. All referee decisions during the course of a game are final.
11. Any official protest shall be documented and submitted with \$100.00 cash Protest Bond to the Tournament Chairperson. No protest will be looked at without compliance with this process. The decision of the tournament chairperson is final. Protest Bonds will be refunded only if the protest is upheld. The Discipline committee will make decisions regarding suspensions and will forward the information on to the appropriate league governing body.
12. Hitting from behind: 4 minute double minor (served) or a 5 min major and Game Misconduct, which counts as 10 minutes on the score sheet, (CLA standard for game misconducts).
13. Delayed penalties canceled by goals – still get recorded on the score sheet and their minutes count towards total penalty minutes for ranking purposes and game expulsion purposes.
14. Coaches receiving a game misconduct for abuse of an official will receive an automatic 2 game suspension.
15. Anyone receiving a Match Penalty or Gross Misconduct will be suspended from the tournament. The player or

non-playing bench personnel are suspended from participation in all BCLA or ALA sanctioned games for the duration of their suspensions, as per BCLA/ALA rules.

16. Any game misconduct FOR FIGHTING that is assessed in the last 10 minutes of the game requires that the player sit out the next game as well. It is the coach's responsibility to comply with this rule and all suspensions!
17. Ten-minute misconducts do not carry over into the next game (CLA standard).
18. Teams not ready to start or resume play promptly will be assessed a 2-minute delay of game penalty. If not ready after 5 minutes, a game forfeit will be assessed.
19. In the event that there are uneven teams in a division, and a team needs to play an extra game the following rules will apply;
 - A. The team receiving the extra game will be a randomly selected team by the scheduler of the tournament
 - B. All game numbers for that team will be individually placed in an envelope by the tournament chair. Upon commencement of the tournament, one envelope will be selected by a random person at the arena where the tournament chair is located. The name and phone number of this person will be written on the envelope.
 - C. The envelope will be given to the Tournament scorekeeper, and will not be opened until all games in the division are complete.
 - D. The stats for the game contained inside the envelope will not count toward the final standings of the team with the extra qualifying game .

Points Awarded:

All of the tournament games, with the exception of all final games, will be played using the following scoring system:

Win any period (that periods score) = 1 point

Tie any period (that periods score) = ½ point

Win any game (final score) = 2 points

Tie any game (final score) = 1 point

Total possible points per game = 5 points

If two or more teams are tied after the Preliminary Round Play the following will determine the final placing:

- a) Record against each other
- b) Total penalty minutes - lowest total penalty minutes advances
- c) Team with least amount of major penalties
- d) Coin toss

Overtime will take place in the MEDAL ROUNDS only and will be as follows:

- a) Teams will not switch ends
- b) Sudden death overtime will be played with one - 10 minute run time period. If still tied at the end, go to an alternating sudden death shootout. No one player can go twice until all team players have gone once. This is a one for one shootout. The first team to score when the other team has not is declared the winner.

20. Any team withdrawing from the tournament will forfeit their entry fee.
- 21.

Game Formats:

Tyke: (1 Hour) 3 Minute Warm Up, 3 x 12 min. running time period, 2 min. rest between periods. Fall back rule is in effect (must fall back to the opposing teams restraining line after a goalie stoppage or referee whistle. Tykes will play 4 on 4 side to side on the large floor surface. There are no body checks allowed but equal force place and push will be allowed. No stick swinging will be allowed (more than 12 inch motion). No penalties will be given, players will be warned of the infraction and then asked to leave the floor if the behavior continues. No score will be advertised, and the tournament is a festival style which means each team will play 4 to 5 games regardless. 2 Minute prescribed shifts (no changes on the fly).

Novice: (1 Hour) 3 Minute Warm Up, 3 x 15 min. running time. 2 min. rest between periods.

Peewee: (1 Hour) (1.5 Hours) 3 Minute Warm Up, 2 x 15 min. running time, 3rd period 15 minute stop time, 3 min. rest between periods.

Bantam: (1.5 Hours) 3 Minute Warm Up, 2 x 15 min. running time, 3rd period 15 minute stop time, 3 min. rest between periods.

Midget: Round Robin: 3 Minute Warm Up, 2 x 15 min. running time, 3rd period 15 minute stop time, 3 min. rest between periods.

Playoffs: Regular 3x20 Minute Stop time periods, 3 min rest between periods.

*****WITH THE EXCEPTION OF TYKE ALL REFEREE TIMEOUTS OR COACHES CALLED TIMEOUTS WILL STOP THE CLOCK*****

Mercy Rules: When a 6 goal difference occurs, the game will revert to running time and will not become stop time again unless the differential drops to 4 goals (except championship games). Any goal made will always be recorded on the score sheet appropriately but the minor officials are directed not to show more than a six- goal difference on the score clock.

If a game goes longer than scheduled due to rink problems, injuries, fights or other unanticipated delays, the referee has the choice of shortening the game to make it fit the schedule or running over in the next scheduled game time. As much as possible an effort will be made to allow the games to continue to their allotted length, but the referee's decision in this matter is final.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO MAKE DECISIONS THAT ARE IN THE BEST INTEREST OF THE TOURNAMENT AND PROMOTE FAIR PLAY.