

31st edition

L'ANCIENNE-LORETTE NATIONAL BANTAM HOCKEY TOURNAMENT



January 7th to 17th 2010

RULES

www.tnhbal.ca

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Rules

1.00 Sanction & classification

- 1.01 This tournament is approved by Hockey Quebec and only the teams affiliated with one of these divisions of the Hockey Canada. or any organisation approved by their division may participate.
- 1.02 Teams outside of Quebec will be classified according to the "Pool" population of the player's territory and also according to an official certificate of the population given with registration papers; otherwise the team will be classified « AA ».
- 1.03 Classification system of Hockey Quebec will be effective.
- 1.04 Teams outside of Quebec must show their Travel Permit issued by their division of the Hockey Canada. or any organisation approved by the Hockey Canada

2.00 Rules for all games

- 2.01 Rules for Hockey Canada and for Hockey Quebec will be enforced.

3.00 Required documents

- 3.01 For teams **outside of Quebec** the tournament will demand:

- A Travel Permit issued by its division or by the association to which it belongs. The tournament should provide a copy of this permit to the person responsible in the region;
- Contracts issued by the section or association from which the players signature may be verified;
- Proof of age of each player;
- A game schedule of the league where the team plays;
- A game report of the five (5) last games of the team.

If one of these documents should be missing it could lead to the exclusion of this hockey team after a study of this case with the person responsible for the regional tournament.

- 3.02 For teams from **Quebec**, the tournament will demand:

- A Travel Permit issued by its division or by the association to which it belongs. The tournament should provide a copy of this permit to the person responsible in the region;
- A game schedule of the league where the team plays;
- Team members registration form approved by an association or league registrar (**original only**);

- A game report of the five (5) last games of the team.

If one of these documents should be missing it could lead to the exclusion of this hockey team after a study of this case with the person responsible for the regional tournament.

4.00 Games organisation

4.01 Teams playing in « AA », « BB », and « CC » class will be scheduled to play a minimum of three (3) games.

4.02 Teams who play in « A » class will play at least two (2) games.

4.03 Before each game each player will sign the signature sheet prepared for this game.

4.04 Regulation time for each game is as follows:

- Warm up time : 3 minutes;
- 1st period : 12 minutes stop time;
- 2nd period : 12 minutes stop time;
- 3rd period : 15 minutes stop time.

Note : There will be ten (10) minutes rest period between the 2nd & 3rd period (reicing of the rink) for « BB », « CC » & « A » classes. Reicing of the rink will be done at every 2 periods for « AA » class.

4.05 Regulation time for final games is as follows:

- Warm up time : 5 minutes;
- Three (3) period of : 15 minutes stop time.

4.06 Minimum number of players must appear before the beginning of the game¹

- « A » : minimum of eight (8) players in uniform and one (1) goalkeeper;
- « AA », « BB », « CC » : minimum of ten (10) players in uniform plus one (1) or two (2) goalkeeper(s).

4.07 During the round robin for « AA », « BB », and « A » classes, there is no overtime. Tied games are possible.

4.08 During the playoffs, it must have a winner team. When the score is tied after 3 regulation periods, the Hockey Quebec overtime regulations are enforced².

¹ Administrative Regulations Manual, Section 7.2.1.

² Administrative Regulations Manual, Section 9.7.

4.09 If during the game one team is in disadvantage of seven (7) goals or more after 2 full periods, whatever happens, the rest of the game will not be stop time except for overtime, as appropriate.

4.10 The thirty (30) seconds rest period usually requested by the coach is authorised.

4.11 Fair-Play (or Franc-Jeu)

The Hockey Quebec administrative board decided that the Fair-Play code will be applied in the whole Hockey Quebec including tournaments.

<p>16 minutes or less (penalties) = 1 Fair-Play point 17 minutes or more (penalties) = 0 Fair-Play point</p>
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Game inside round-robin (« AA », « BB », and « CC ») :

The Fair-Play point is applied in that manner : after three (3) regulation periods both teams keep their Fair-Play point according to established criteria above, this point will be add into their team record. So, team record will contain win (2 points), tie (1 point) and Fair-Play (1 point).

Note: Franc-Jeu McDonald's does not apply to overtime period(s).

4.12 For « AA » class, 1st and 2nd position from each group will pass to the next round:

- a) The 2nd position of section Caisse Populaire will play against the 2nd position of section Rousseau Sports in the 1/8 of final;
- b) The 2nd position of section St-Hubert will play against the 2nd position of section Robert Carrier in 1/8 of final;
- c) The 2nd position of section B. Lepage will play against the 1st position of section Robert Carrier in the quarter of final;
- d) The 1st position of section Rousseau Sports will play against the 1st position of section St-Hubert in the quarter of final;
- e) The winning team of 4.12 (a) will play against the winning team of 4.12 (b) in the quarter of final;
- f) The 1st position of section B. Lepage will play against the 1st position of section Caisse Populaire in the quarter of final;
- g) The winning team of 4.12 (c) will play against the winning team of 4.12 (d) in the semi-final;
- h) The winning team of 4.12 (e) will play against the winning team of 4.12 (f) in the semi-final;
- i) The winning team of 4.12 (g) will meet in final the winning team of 4.12 (h).

4.13 For « BB » class, the first position in the final standing in each group and the best 2nd place will pass to the next round:

A standing will be established to determine 1st position to 3rd position with all first places. The best 2nd place will be 4th position.

- a) The 4th position will play against the 1st position in semi-final;
- b) The 3rd position will play against the 2nd position in semi-final;
- c) The winning team of 4.13 (a) will meet in final the winning team of 4.13 (b).

- 4.14 For « CC » class, the first position in the final standing in each group and group and the best 2nd place will pass to the next round:

A standing will be established to determine 1st position to 3rd position with all first places. The best 2nd place will be 4th position.

- d) The 4th position will play against the 1st position in semi-final;
- e) The 3rd position will play against the 2nd position in semi-final;
- f) The winning team of 4.14 (a) will meet in final the winning team of 4.14 (b).

- 4.15 For « A » class, it is a double elimination (winner-loser draw).

- 4.16 Games are played at L'Amphiglace Mario-Marois de L'Ancienne-Lorette or at any other rink designated by the tournament direction.

5.00 Teams colours

- 5.01 In the « AA », « BB », and « CC » classes, the home team is designated by the schedule during the preliminary round. During playoffs, the local designated team is the highest team in the standing during the preliminary round. The home team will wear the pale colour jersey. In case of equality between two teams in the preliminary round standing, the rules 9.8³ from Hockey Quebec will be enforced.

- 5.02 In the « A » class, the home team is designated by a coin flip before the tournament by a member of the Direction Committee (1st game). The home team will wear the pale colour jersey. Except for a game that implies a winner and loser team, the winner team will be the home team (second game only). **However, for semi-final and final games, visitor and home team will be established by a coin flip before the game.**

- 5.03 However, if the home team wants to wear their dark colour jersey, they will meet an agreement with the visitor team.

6.00 Different dispositions

- 6.01 Any player member of a team having a personal misconduct will be expelled from the tournament

³ Administrative Regulations Manual, Section 9.8.

- 6.02 A team will be held responsible for any damage caused by any of its members to the installation or equipment used during the tournament.
- 6.03 The team safety attendant, the first-aid worker or any person named by the tournament are the only people authorised to intervene on the rink in case of injuries. **The team safety attendant should be the first to intervene.**
- 6.04 The management of the tournament will not be responsible for any injury to the players or to the team's supporters.
- 6.05 Members of the teams must carry their Medical Insurance Card and also an Identification Card in case of emergency.
- 6.06 For their first game the players and their coaches must be present at the arena **at least one and a half (1 ½) hour before the beginning of the game.** At the same time the manager should be present at the reception and registration office. If the first game is at 8 AM, you must be present **at least one hour before the beginning of the game.**
- 6.07 Registered players, team coaches and officials of the tournament only will have access to the player's room.
- 6.08 Except for the finals the teams will have to vacate the premises and locker rooms twenty (20) minutes after each game.
- 6.09 If a dispute occurs concerning regulations and if one or several teams are concerned only the managers of these teams will be admitted to discuss this dispute with the registrars (official keeper of records) of the tournament.

7.00 Organizer of the jurisdiction committee

- 7.01 This committee reserves the right to make regulations regarding any matter not covered by this document. Decisions taken by this committee will be **final and without appeal.**
- 7.02 **No solicitation is permitted in the arena unless approved by members of the Direction Committee.**

November 16th 2009.