

2010 Northern First Nations Hockey Tournament

Tournament Rules & Regulations

THE TOURNAMENT COMMITTEE HAS THE RIGHT TO ADD, AMEND or OMIT ANY OF THE RULES BEFORE THE TOURNAMENT BEGINS.

ELIGIBILITY:

- a. All players must represent their First Nation and play for one team.
- b. Players must carry a status card for proof of membership and one additional identification card with photo will be required.
- c. Any band membership transfers must have a confirmed INAC registration number. Correspondence from INAC must also be provided.
- d. All players must be registered status Indian as defined by the Indian Act.
- e. Players must be at least 15 years old and must have turned 15 by January 15, 2010.
- f. Parental consent will be required for players who are 15, 16 and 17 years old. The coach and/or manager will be required to identify in the first game sheet.
- g. All players must sign the waiver form prior to the first game.
- h. All teams will pay the full entry fee no later than February 25, 2010.
- i. Any players added to the game sheets different from the first game sheet are deemed ineligible and the team will automatically be in default (see section: Roster (f))
- j. In the event a player is found ineligible, the player will be ejected from the tournament.
- k. In the event there are two (2) or more players on a team that are deemed ineligible, the team will be disqualified from the tournament.

NOT ELIGIBLE:

(Definition: not eligible; not permitted or suitable)

- a. All players/teams must meet all the eligibility requirements otherwise you are not eligible or you will not be permitted to participate in the Northern First Nation Hockey tournament.

ROSTERS:

- a. All rosters must be completed and faxed to Northern First Nations Hockey Tournament:
Attention: Tournament Committee
Fax. # (807) 737-1208
- b. The team roster shall include players Name, Membership Number, Sweater Number and identify underage players.
- c. The first game sheet will be used as a final roster. The Coach and/or Manager of the team must identify 15, 16 and 17 year old players before the first game
- d. The maximum number of players on a team roster will be twenty (20) players that will consist of eighteen (18) skaters and two (2) goalies.
- e. The tournament committee has the right to refuse any team entry that does not submit their roster.
- f. The coach will verify their roster sheet to the first game sheet before the first game. No additions will be accepted after the first game.
- g. Any Team Manager/Coach who is found adding a player to subsequent games after the first game, the game will be in automatic default.

NUMBER OF TEAMS:

- a. Tournament will be open to 36 teams.
- b. All teams must pay **full entry fee of \$2000.00 by February 25, 2010.**

ENTRY FEES:

- a. Teams that pay full entry fee of \$2000.00 will secure their spot for the Northern First Nations Hockey Tournament and the payment must be submitted by February 25, 2010. All payments must be made by a certified cheque or money order. Note: This amount includes the player passes.
- b. All teams are guaranteed four (4) games.
1st & 2nd place teams from each pool will advance to A/B-Side Play-Offs
3rd & 4th place teams from each pool will advance to C-Side Play-offs
5th place teams from pools # 1,3,5, & 7 will be eliminated after regular pool play
- c. A team failing to attend the tournament will not be reimbursed for their entry fee, unless the team provides a written notice two weeks prior to the start of the tournament except for emergencies. All written cancellations should be faxed to (807) 737-1208.
- d. At the time of the team registration each player will receive a daily pass to the tournament. A team will receive only one pass per player for the length of the tournament. If a player loses their pass they will be required to pay daily admission.

PROTEST AND GRIEVANCE BONDS:

- a. There will be no protests after the round robin.
- b. Any protest shall be made by the manager, coach or captain, which is listed on the game sheet at that game. All protests shall be made prior to the start of the 1st period of the next scheduled game following the game that is under protest. A certified check or cash payment of \$500.00 shall be made payable to the tournament committee and the team will be reimbursed, if the decision is in their favor.
- c. Any team failing to ice a team, which affects the opposing team or any other team in the same division playoff standings, will be given a fine of \$500.00. The fine must be paid by the next game or will lose by default.
- d. A meeting regarding any protest or discussions of any other issues pertaining to the tournament by a team will be attended only by a manager, coach, captain that are listed on the team roster.

Note: All meetings will be conducted at the Tournament Committee Headquarters at the arena. All decisions made by the Tournament Committee will be final. Any team that fails to accept any decision(s) by the Tournament Committee in a gentlemanly fashion will be ejected from the tournament.

EQUIPMENT:

- a. All equipment must be C.S.A. approved.
- b. It is recommended that a player wearing glasses wear a protected face gear i.e. masks, visors or snapped sport glasses.
- c. All 15, 16 and 17 year old players must wear a neck guard, mouthpiece, and full cage mask.
- d. A bench minor will be imposed to any team (s) with 15, 16 and 17 year old player fails to observe this rule. Subsequent infraction will be a game misconduct for any player who fails to observe this rule.
- e. All teams must have HOME (dark) and AWAY (white) sweaters. Please check tournament schedule.
- f. Each player must use only one jersey number listed in the first game sheet.

ALCOHOL OR DRUGS:

- a. Any player(s) under the influence of alcohol or drugs will not be permitted to play and will be removed from the premises of the tournament facility.
- b. Any player(s) who repeat offence (a) will be banned from entering the arena for the duration of the tournament.
- c. Any player(s) found engaging in drug and/or any contraband trafficking inside or outside the arena will automatically be ejected from the tournament. The team Manager/Coach will be informed that the player is banned from the tournament for three years.

PRIZE MONEY:

- a. The Tournament Committee will determine the amount of prize money each year. Individual trophies will be given as well as annual trophies. All Cash Prizes are guaranteed

A-side Champions	\$ 18,000.00
A-side Runners-up	\$ 12,000.00
B-side Champions	\$ 5,000.00
B-side Runners-up	\$ 4,000.00
C-Side Champions	\$ 3,000.00
C-Side Runners-up	\$ 2,000.00

INJURIES:

- a. The Northern First Nations Hockey Tournament Committee is not responsible, or liable for any injuries, or accidents to players or fans outside or inside the arena during the tournament.
- b. All players and team representatives are not permitted to be on the ice when the zamboni is cleaning ice surface. Failure to observe this rule will result in bench minor in the first offence and subsequent infraction will result the team to be ejected from the 2010 Northern First Nations Hockey Tournament.

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GAME RULES

1. HITTING AND HITTING FROM BEHIND:

- a. This is a no body checking tournament.
- b. Hitting from behind will result in game suspension and second offense will result in game suspensions ruled by the referee in chief (Canadian Amateur Hockey Association Rules).
- c. Penalties will be called accordingly. Deliberate or intent to injure will result in ejection from the tournament.

2. FIGHTING:

- a. Deliberate to injure: Any player who deliberately injures or intends to injure by kicking, eye gouging, biting, spitting, slashing, spearing, low bridge hit to the knee will be ejected immediately from the tournament.
- b. Fighting, gross misconduct, match penalty and intent to injury will result for the player to be ejected from the game.
- c. Any abuse or deliberate body contact with the referee by player(s) and/or coach (es) will result in the ejection of player(s) and/or coach (es) from the tournament. Pending on the seriousness of the incident the Tournament Committee will not allow the player(s) and/or coach (es) infringing this rule from participating in future tournaments sanctioned by Northern First Nations Hockey Tournament for a period of up to two years.
- d. Any person that becomes involved in the fight will be an automatic game misconduct in the last 10 minutes of the game. The player will sit out for the next game.
- e. The referee in chief will determine the penalties for any third person that becomes involved in fight. C.A.H.A rules will apply.

3. TEAM ROSTER:

- a. The first game sheet will be used as the final roster.
- b. All players must be on the final team roster in order to participate in the tournament. The team list will only be used to identify names of players, sweater numbers, band numbers and identify any 15, 16 and 17 year old players.
- c. All 15, 16, and 17 year-old players must be identified before the first game.
- d. The coach will verify their roster sheet to the first game sheet before the first game. No additions will be accepted after the first game.
- e. Any Team Manager/Coach who is found adding a player to subsequent games after the first game, the game will be in automatic default.

4. GAMES:

- a. Due to the importance of staying on schedule, teams will only be allowed one two-minute grace period. After two minutes the clock will start running and two goals will be awarded to the team on the ice. Two goals will be awarded to the team on the ice every 5 minutes until the opposing team ices their team or the period ends. After the completion of the first period the game is called and the team on the ice wins by the score of 6 – 0 and receive two (2) points during the round robin.
- b. To start the game, each team must have six (6) players on the ice.
- c. It is recommended that each team carry a spare goaltender. If a team does not have a spare goalie dressed the team must continue the game with six (6) players on the ice.
- d. Each team is allowed one-30 (second) time out *per game*, which may be taken any time during the game.
- e. All teams are required to be ready for their game at the end of the first period of the game in progress as well as clear the dressing room after their game by the end of the first period of the game in progress.
- f. MERCY RULE: First period will be played regardless. After the 1st period the game will be stopped when an eight-goal spread occurs.
- g. During the Round Robin plays will consist of three (3) periods and will be as follows:

1 st period	15 minutes straight time
2 nd period	15 minutes straight time
3 rd period	15 minutes straight time (2 minutes stop time if there is a 2 goal difference)
- h. Ties during the round robin:

All ties will remain tied. In the event of a tie standing the following will be used to break the ties.

 1. Goals against
 2. Goals for
 3. Least penalty minutes
 4. Coin toss

- i. In the Knock Out Round, Quarter and Semi Finals the period will be as followed:
 - 1st period 15 minutes straight time
 - 2nd period 15 minutes straight time
 - 3rd period 15 minutes straight time (5 minutes stop time if there is a 2 goal difference)

- j. Ties in the Knock Out Round, Quarter and Semi Finals:
All teams will be required to list the first 3 shooters on the game sheet before the game.

5. CHAMPIONSHIP GAMES:

- a. During the Round Robin plays will consist of three (3) periods and will be as follows:
 - 1st period 20 minutes straight time
 - 2nd period 20 minutes straight time
 - 3rd period 20 minutes straight time (5 minutes stop time if there is a 2 goal difference)

- b. Ties during Championship games:
All ties will be determined by 20-minute period straight time sudden death overtime.

Both players and officials are to respect each other. Only captains and alternates are to speak to officials while the game is on. Players who verbally abuse referees will be given misconduct. The tournament committee will deal with any problems with the officials immediately.