



## MARATIME JUNIOR C CHAMPIONSHIP REGULATIONS CHAMPIONSHIP COMMITTEE

### 1.0 CHAMPIONSHIP COMMITTEE

1.1 A Maritime Junior C Championship Committee will be established consisting of:

CHAIRMAN: Junior Council Chair of Host Member or their designate

MEMBERS: Junior Council Chairs of participating Members, or their designates

1.2 This Committee will be responsible for the general administration and operation of the Championship, and all matters of a technical nature, and also be responsible for all matters of discipline. The referee will report all matters that may require disciplinary action to the committee chair.

### 2.0 RULES AND REGULATIONS

2.1 There will be a meeting of the Championship Committee, Referee in Chief, Coaches, Managers and Team Captains 2 hours prior to the first game of the tournament if possible. The time and place will be designated by the Host Committee. Attendance at this meeting is mandatory.

2.2 All games will be played using Hockey Canada Rules.

2.3 It is the responsibility of the Member Junior Chairs to provide a certified team list to the Committee Chair at the Championship meeting.

2.4 Each team is required to bring two sets of sweaters, a white and dark set. The home team colors to be decided at Championship meeting.

2.5 All teams must dress at least 10 skaters and 1 goaltender and must be ready to participate at the beginning and in all warm-ups.

2.6 All teams must participate in the opening ceremonies and Awards Banquet this includes all players, coaches trainers, and management. The dress code for the Banquet shall be shirt and tie, no ball hats, or jeans.

2.7 Each team will be allowed to dress 20 players of whom 2 must be goaltenders. If a team has a third goaltender, his name shall appear on the game sheet prior to the start of the game. The third goaltender shall dress only if called upon to replace one of the other two in case of injury. Time will not be allowed in the case of injury and also no time allowed for the third goaltender to dress. Once the 3<sup>rd</sup> goaltender is dressed the injured one may no longer participate in the game. A tournament goaltender may be named at the start of the tournament. He may be used by a team with only two goaltenders or in place of an injured goaltender. The tournament goaltender must come from Jr. C or lower category team of the Host Member.

- 2.8 The Championship will start on Wednesday. The remaining games of the round robin will be played on Thursday and Friday. The round robin games will all be regulation games consisting of three 20-minute periods. The intermission between periods will be 15 minutes. If round robin games are tied after regulation time, the teams will play a five minute 3 on 3. If the game remains tied, a shootout will take place with the Hockey Canada shootout procedure utilized.
- 2.9 In the round robin, teams earn 3 points for a regulation win; 2 points for an overtime / shootout win; 1 point for an overtime / shootout loss.
- 2.10 The semi-final games will be played on Saturday afternoon and evening (times to be determined by Host Committee). The top four teams will compete in the Semi-finals with 1 playing 4 and 2 playing 3. If the Host team is involved in the semi-finals they have the choice of game times. All semi-final games will consist of three 20-minute periods. If the game is tied after regulation a 3-minute break at the bench will occur and then a 10-minute sudden victory period will be played. If the score is still tied after 10 minutes, there will be a flood and a 20-minute sudden victory period will be played. This format will continue until a winner is declared.
- 2.11 The Championship will be played at 2:00 pm on Sunday, with the same format as the semi-final.

### **3.0 TOURNAMENT AWARDS**

- 3.1 There will be an awards brunch on Saturday at 11:00 AM

### **4.0 EQUIPMENT AND UNIFORM STORAGE**

- 4.1 Space in the arena or on the grounds must be allocated for each team for equipment and uniform storage.

### **5.0 HOSPITALITY ROOM**

- 5.1 It is the responsibility of the Host Committee to provide a hospitality room consisting of hot and cold meal offerings for team members and accredited guests.

### **6.0 TIE BREAKING PROCEDURES**

- 6.1 In the event two teams are tied for a position, the team that won the game between the two teams shall be awarded the higher position.
- 6.2 In the event that three or more teams are tied for a position, the tie breaking procedure shall be as follows:
- 6.2.1 The team with the best win loss record in games involving the tied teams will gain the higher position.
- 6.2.2 In games involving the tied teams, add each team's goals for and goals against, divide this sum by the team's goals for. The team with the lower quotient gains the higher position.
- 6.2.3 Add all teams' goals for and goals against, divide the sum by the team's goals for. The team with the lower quotient gains the higher position.

- 6.2.4 The team having the fewest goals against involving the tied teams shall gain the higher position.
- 6.2.5 The team having the fewest goals in games involving all teams shall gain the higher position.
- 6.2.6 The team having scored the most goals in all games shall gain the higher position.
- 6.3 The morning following the round robin, the tied teams shall conduct a round robin shootout, five shooters per team, shooting alternately. A coin flip will determine which team shoots first. If there is still a tie after five shooters, continue one round at a time with each team having the same number of shots until the tie is broken.

## **7.0 PRE-GAME WARMUP PROCEDURE**

- 7.1 The Host Committee will supply 40 frozen pucks to each team for warm-ups. Players will not make contact with or address the center ice red line at any time during pre-game warm up. A 10 misconduct will be issued to any player making contact with or crossing the center ice red line during pre-game warm up. A back up referee or referee in chief will monitor the warm-up.
- 7.2 Players must go immediately to their respective bench after their warm-up if a flood is not required or must leave the ice before the clock reaches zero if a flood is required. Any team not in compliance shall be issued a minor delay of game penalty.
- 7.3 Between period procedure shall have all teams on their benches and ready for the opening face offs before the time clock reaches zero. Failure to comply will result in a delay of game penalty.
- 7.4 Chin straps are to be fastened at all times during warmups, first offence a warning second offence 10-minute misconduct.

## **8.0 TOURNAMENT REFEREE IN CHIEF**

- 8.1 The Host referee in Chief or his designate will be the referee in Chief for the tournament.
- 8.2 The referee in Chief will be responsible to prepare a list of referees and linesmen for the Tournament. After the Round Robin the Referee in Chief is to present to the Championship Committee the referees and linesmen for the semi-finals and Championship games, for approval or possibly change.
- 8.3 All referees', linesmen and minor officials' expenses and allowances as per Hockey Canada Regulations are to be paid by the Host Committee following each game, unless other arrangements have been made with the Host Referee in Chief.

## **9.0 TEAM SERVICES**

- 9.1 The location of the Maritime Junior C Championship headquarters, the names, addresses and phone numbers of local doctors, dentists and hospitals who will be available if needed. Medical assistance is to be available at all games.

- 9.2 Each team to be given accreditation for 30 personnel for games and Banquet.
- 9.3 Each Member is to be given 4 accreditations to all games and Banquet to be used by League executives.
- 9.4 The Host Committee are required to arrange suitable accommodations, reasonably priced and in close proximity to the arena. All teams are required to stay at accommodations arranged for.
- 9.5 Each Member Representative shall be accredited for all events.

## **10.0 AWARDS**

- 10.1 An awards committee is to be selected by the host committee. The duty of the committee is to select players of the game from participating teams for all games of the tournament.
- 10.2 A suitable memento is to be given to all winners and is to be presented immediately after the game.
- 10.3 They will also select a Championship Game MVP who will be presented with a suitable memento to be awarded immediately following the Championship game.
- 10.4 They will also select the following award winners, which will awarded with a suitable memento at the Awards Banquet:
  - Tournament MVP
  - Most Sportsmanlike player
  - All-Star Team (6 members)
  - Top scorer
- 10.5 Gold and Silver medals are presented after the Championship game, Silver medals first.
- 10.6 A Championship Banner along with the Maritime Junior C Championship trophy must be presented after the championship game. The cost of the banner is the responsibility of the Host Committee.

## **11.0 CHAMPIONSHIP LOGO AND BANNER**

- 11.1 The Official Championship Logo and Banner shall be the design displayed on the Website.

# **Appendix A Event Schedule**

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