

34TH ANNUAL NORTHERN BANDS HOCKEY TOURNAMENT RULES 2019

1. ELIGIBILITY RULES:

All players must play for the band they are registered with, member of and is carrying a status card from that First Nation Community. Please note other eligibility rules that must be followed before a player can participate in the Tournament. The Tournament Committee has the right to request any status information when they feel that a player is not eligible to participate in the Tournament

THIS RULE WILL BE STRICTLY ENFORCED!

Northern Bands Hockey Tournament will only accept teams and players;

- That has previously participated in the Northern Bands Hockey Tournament (NBHT) and is in good standing.
- Teams from remote communities in the Tikinagan CFS Catchment Area
- **Players must have resided in their Community and have been active members for the past 4 years.**
- **Players residing out of the Community because of education and employment will be allowed to participate.**
- All players must be approved by the Tournament Committee before they can participate in the Tournament.

Northern Bands Hockey Tournament will not accept or allow the following;

- **Team players with *recent and temporary* band transfers with no connections to the community will not be allowed to participate.**
- Teams and players participating in other Tournaments during the same Tournament dates as the NBHT will not be allowed to participate.

Please ensure all required information are in place and available for the following:

- a. All players must carry a Status Card at all times. Any player without a Status Card will not be allowed to participate in the Tournament.
- b. In an event that a player has transferred to another band, the person must provide the following:
 - i. **A B.C.R. from the First Nation accepting and approving the transfer and a letter from I.N.A.C. confirming the transfer**
 - ii. **PLEASE NOTE: all documentation must be in place and the Tournament Committee must be fully satisfied before the transferred player can participate in the Tournament**
- c. **Team entries for FIRST TIME Communities for the tournament, must include a photocopy of all players' status cards with their team roster. This will also include teams found to be abusing the eligibility rule. All copies will be returned upon completion of the Tournament.**

- d. As this is a Band Tournament, at no time will a team use a player who is not a member of the Band and upon request a player must produce a status card confirming status.

PLEASE NOTE: Penalty: if this infraction occurs, player and team will be ejected from the Tournament.

- e. Coaches and managers will be requested to go through their final rosters with the Tournament Committee to ensure that all players are eligible (MANDATORY).
- f. All rosters must include the following:
 - a. Name
 - b. Sweater Number
 - c. Position
 - d. Band Number
 - e. Parent consent letter
 - f. New entries – photocopy of status card
 - g. Make sure all players have status cards

2. NUMBER OF TEAMS:

- a. Tournament will be open to 42 teams.
- b. Depending on the format of the Tournament, each team will be guaranteed at least four (4) games in round robin.

3. ROSTERS:

- a. All rosters must be completed and faxed to Northern Bands Hockey Tournament Attention to: Toni Kakeptum by February 15, 2019. Any changes or additions can be made when the coaches go through their rosters with the Tournament Committee before their first game.
- b. A team can only register 23 players for the Tournament. A team can dress 21 players and 2 goalies.
- c. All teams are responsible for the conduct on and off the ice for their players. The Tournament Committee has the right to refuse entry of a team not showing the right conduct and behavior.
- d. Please note that the hockey committee has previously decided that players on the roster must be at least 15 years old and over to participate in the tournament. A 15 year old player must also bring a letter of permission from his parents to participate in the tournament.

4. ENTRY FEE:

- a. A team is required to submit a cheque totaling \$2500.00 to the Tournament Committee before February 15, 2019. This amount includes the players' passes.
- b. A team failing to show for the Tournament without proper notification to the Tournament Coordinators will not be reimbursed their entry fee.
- c. At the time of registration, each player will receive his daily pass to the Tournament.
- d. A team will receive only ONE PASS PER PLAYER and management for the length of the Tournament. There will be a charge for lost passes that need to be replaced. All passes will be like business cards only larger. All players must show their card on a daily basis to be allowed in and to participate as a player.

5. PERFORMANCE BONDS:

- a. A team which fails to accept a protest ruling in a gentleman fashion will be fined \$500.00 payable at time of appeal. Any team failing to pay will not be permitted to play any games for the remainder this year's Tournament.
- b. Any team failing to ice a team, which previously iced a team, will be fined \$500.00 payable by the completion of the Tournament. Any team failing to pay will not be permitted to play any games for the remainder of this year's Tournament.
- c. In the spirit of sportsmanship, NO team will intentionally FORFEIT any game to seed themselves to a higher or lower division to gain an advantage in a division. The tournament committee will review such appeals and make final decision. If found guilty, team or teams may be fined \$ 500.00 or disqualified from Tournament.

6. GRIEVANCES:

- a. Any protest shall be made only by a coach, captain or manager listed on the game sheet of that game.
- b. A \$500.00 grievance bond shall be made payable to the Tournament Committee.
- c. The team will be reimbursed if the decision is in favor.
- d. All protests shall be made prior to the completion of the 1st period.
- e. Time will not be stopped during protests; player involved will not be permitted to play until the protest has been resolved.
- f. A meeting regarding any protests or discussions of any other issues pertaining to the Tournament by a team will be attended only by a manager, coach, captain or assistant captain listed on the team roster.
- g. All meetings will be conducted at the Tournament Committee headquarters at the arena.

7. EQUIPMENT:

- a. All standard HOCKEY CANADA (HC) equipment is desired, including CSA approved helmets.
- b. Homemade head gear, wired masks cut off or cut off visors will not be allowed.
- c. It is recommended that players wearing glasses should wear a protected face gear (i.e. masks, visors or strapped sport glasses)
- d. All teams must have HOME (white color or light color) and AWAY (dark) sweaters. Coaches must check for sweater colors before game time. As we don't identify who's a home team, a toss of a coin will determine which sweater the team will wear.

8. ALCOHOL OR DRUGS:

- a. Any players believed to be under the influence of drugs or alcohol shall not be permitted to enter the arena or play at the discretion of the referee of that game.
 - i. 1st offence: bench minor.
 - ii. 2nd offence: in the same game, the team will forfeit their game.

**** No alcohol, drugs, or vaping is permitted inside the arena or on City property. Smoking is only permitted outside in designated areas. ****

9. PRIZE MONEY:

a. The Tournament Committee will determine and post the amount of Prize Money once all entry fee money has been received. The winners and runners up teams will receive team trophies in each category.

A-Side Championships Cash Prize plus Championship Trophy

A-Side Runners-Up Cash Prize plus a Runner's Up Trophy

B-Side Championships Cash Prize plus Championship Trophy

B-Side Runners-Up Cash Prize plus a Runner's up Trophy

C-Side Championships Cash Prize plus Championship Trophy

C-Side Runners-Up Cash Prize plus a Runner's up Trophy

10. INJURIES:

a. The Tournament Committee, along with any individuals affiliated with the NBHT (Volunteers & Officials) are not responsible or liable for any injuries or accidents to players or fans outside or inside during the NBHT.

b. Ambulance is available for any injuries that may occur during the games.

c. All players must sign the "Draft Release and Indemnity Waiver Agreement" before the team's first game.

GAME RULES

ALL GAMES WILL FOLLOW HOCKEY CANADA (HC) RULES UNLESS STIPULATED BY THE NORTHERN BANDS HOCKEY TOURNAMENT (NBHT) COMMITTEE.

1. GAME SHEETS:

a. Only players listed on the roster will be allowed to be mentioned on any given game sheet.

b. Only players dressed will be listed on each game sheet.

2. MERCY RULE:

a. After the first period the game will be stopped when an eight (8) goal spread occurs.

b. First period will be played regardless.

3. GAMES:

If and when one team is late or doesn't show up for the game, this rule will apply.

a. Due to the importance of staying on schedule, teams will only be allowed a two (2) minute grace period. After two (2) minutes the clock will start running and two (2) goals will be awarded to the team on ice every five (5) minutes. After the completion of the first period the game is called and the team on the ice wins by the score of 6 (six) – 0 (zero) and receives two (2) points during the round robin.

b. To start a game, each team MUST have six (6) players on the ice.

c. It is recommended that teams carry a spare goaltender. If a team does not have a spare goalie dressed, the team must continue the game with six (6) players.

d. All games will be played with no red line in effect. No two line passes.

e. Each team is allowed ONE (1) – THIRTY (30) second time out for Semi and Final games only.

f. 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.

g. In order to participate beyond the round robin a player must have dressed and participated in game situation of at least two (2) out of four (4) round robin games

i. Teams will submit a second roster naming all players eligible to participate beyond the round robin.

ii. **PENALTY: Ineligible Player(s)** will be ejected from the tournament and the team will receive a ten (10) minute penalty and three (3) goals will be awarded to the other team.

h. All ROUND-ROBIN PLAY will consist THREE (3) periods and will be as follows:

i. 1st Period 15 Minutes Run Time

ii. 2nd Period 15 Minutes Run Time

iii. 3rd Period 20 Minutes Run Time

NO stop time for all round robin games

i. TIES DURING ROUND ROBIN PLAY: All ties will remain tie.

j. IN THE EVENT OF A TIE IN THE STANDINGS:

i. Goals for

ii. Less goals against

iii. Less penalty minutes

iv. Coin toss

k. During Elimination and Semi Finals the periods will be as follows:

i. 1st Period 15 Minutes Run Time

ii. 2nd Period 15 Minutes Run Time

iii. 3rd Period 20 Minutes Run Time

Two (2) minutes stop time if TWO (2) goal difference at the end of the 3RD period

I. TIES DURING ELIMINATION AND SEMI FINALS:

ELIMINATIONS: All ties will be broken by a SHOOT-OUT. All teams will be required to list THREE (3) shooters on the game sheets BEFORE the game. If required same shooters will shoot again.

SEMI FINALS: All ties will be broken by five (5) minute (straight time) playing 4 on 4 sudden death overtime, if still tied at the end of five (5) minutes, a shoot-out will occur.

All teams will be required to list THREE (3) shooters on the game sheets before the game.

Shooters will shoot in the order they are selected. If it is still tied, there will be a (1) on (1) sudden shoot out with the same players shooting in order, as required until tie is broken.

Visitors indicated on the game sheet will shoot FIRST. Note: A player may only be substituted should he or she be ejected from the game or injured and unable to participate.

The sequence of the selected players cannot be changed (i.e. If shooter #2 is unable to participate, only player #2 can be substituted, the other shooters remain in the original selected order. Visitors indicated on the game sheet will shoot FIRST.

FLOODS: If time permits, ice surface will be flooded after every 2 periods.

One (1) minute break after each period.

NOTE: Players and Officials are to respect each other. Only captains and alternates are to speak to Officials while game is on, other players mouthing off at Officials will be given a

TEN (10) Minute Misconduct or Game Misconduct. Any problems with the Officials will be dealt with immediately by the Tournament Committee.

M. CHAMPIONSHIP GAMES

- i 1st Period 20 Minutes Run Time
- ii 2nd Period 20 Minutes Run Time
- iii 3rd Period 20 Minutes Run Time

Five (5) minute stop time if two (2) goal difference at the end of the 3rd period

N. Ties during championship games

- i Ten (10) MINUTE (RUN TIME) sudden death overtime **playing 4 on 4.**

If still tied after ten (10) Minutes a SHOOTOUT will occur; all teams will be required to list THREE (3) shooters on the game sheets before the game. Shooters will shoot in the order they are selected. If it is still tied, there will be a (1) on (1) sudden shoot out with the same players shooting in order, as required until tie is broken. Note: A player may only be substituted should he or she be ejected from the game or injured and unable to participate. The sequence of the selected players cannot be changed (i.e. If shooter #2 is unable to participate, only player #2 can be substituted, the other shooters remain in the original selected order. Visitors indicated on the game sheet will shoot FIRST.

4. OFFICIALS AND CONDUCT

a. Officials (On/Off Ice: Goal Judges, Score Keepers & Time Keepers)

- i. Certified Officials will be used for all Round-Robin, Quarters, Semi-Finals and all Championship Games
- ii. Two (2) man system will be used during Round-Robin and Quarter Finals
- iii. Three (3) man system- two (2) refs and one (1) linesman system will be used for all Quarters, and Semi-Final
- iv. Four man system will be used for championship game only.
- v. Goal judges will be used for all Semi-Final and all Championship Games

b. Swearing or mouthing off at the Officials

- i. Ten (10) Minute Misconduct and/or Game Misconduct

c. Any contact with Officials

- i. Automatic EJECTION from the game
- ii. Will be reviewed by the Tournament Committee
- iii. 2nd offence automatic EJECTION from the Tournament

d. Penalties Run Time Stop Time

- i. Minor 3 Minutes 2 Minutes
- ii. Major 7 Minutes 5 Minutes
- iii. Misconduct 13 Minutes 10 Minutes

e. Fighting

- i. Major Penalty plus Game Misconduct (Automatic EJECTION from the game)

ii. Major Penalty plus Game Misconduct in last ten (10) Minutes of third (3) Period, Automatic ONE (1) game suspension for the next scheduled game.

f. Attempting to Injure (Match Penalty) – Spearing, Butt ending, Kneeing, Checking from behind, Boarding, Cross-checking, High Sticking.

i. Match Penalty plus Game Misconduct (Automatic EJECTION from the game)

ii. Reviewed by the Tournament Committee.

PLEASE NOTE THAT THE TOURNAMENT COMMITTEE HAS THE RIGHT TO CHANGE ANY OF THE TOURNAMENT RULES TO ACCOMMODATE ANY CHANGES THAT MAY OCCUR TO TOURNAMENT FORMAT, GAME RULES AND ELIGIBILITY PRIOR TO THE START OF THE TOURNAMENT.