



Administrative Rules 2018 Pierrefonds Tournament

1. Pierrefonds Interregional Tournament is sanctioned by Hockey Quebec
2. Following the publication of the official schedule of the tournament, no changes will be made, except for provisions by Hockey Quebec regulations.
3. Each team must arrive one hour before the scheduled time. The team binder must be submitted to the Registrar one hour before a scheduled game. Manager of the team will get their binder returned after their last game in the tournament. The binder should contain the following: the timing of the league matches, the team roster, approved by an association registrar (T-112), the score sheets of the last five matches played and the 2017/2018 tournament permit.
4. The teams entered in the tournament must provide the scoresheets regular league games played during the tournament.
5. Only players, coaches, managers and tournament officials have access to the players' rooms.
6. All players participating in tournament must sign the check-in sheet in for each game.
7. Regulation 3.2 of Hockey Québec applies.
 - a. For all teams, a minimum of two (2) coaches must have the required qualifications. If one of staff does not have these qualifications, he must hold his qualification for “préposé à la santé et sécurité”.
 - b. If you hold your initiation coach qualification and / or recreational coach qualification, you do not have to follow the basic training coach online.
8. The games must begin on time based on the tournament schedule. The organizing committee reserves the right to change the starting time of a game.
9. Any protest must be served not later than one hour after the end of a game. It must be brought to Registrar of the tournament. This protest must be accompanied by a cash deposit in the amount of \$ 200.
10. The team designated as ‘HOME’ will wear their dark shirts and the ‘VISITORS’ will wear their light color shirts. When the sweaters colors are in conflict, the Home club will change jerseys.
11. At the beginning of the game, any participating team must have a minimum of eight 8 players and 1 goaltender. Each team can only count on a maximum of 19 players in uniform, including two 2 goaltenders.
12. To use an affiliated player, see 5.6.6 - Hockey Quebec regulations that applies for the duration of the tournament.
13. A two-minute warm-up period, stop time, will be allocated to teams as soon as the players of both teams are on the ice.
14. All the tournament's games include three timed periods of 10 minutes.
15. After two full periods of play and a difference of seven goals between the two teams, the tournament will put an end to the game. (10.6.5 - Hockey Quebec Rule)

16. After the game, both teams must line up on their respective blue line for the presentation for players of the game. The collaboration of players is required to accelerate the conduct of the ceremony.
17. Players will perform the traditional handshake before the start of each game.
18. In the event of any incident or any special circumstances, the Organizing Committee of the tournament reserves the right to cancel any award of medals or gifts. The team leader will be notified. The decision is final and without appeal.
19. Regulation 8.7.8 - Hockey Quebec to ban air horns applies.
20. Unless exceptions, Hockey Quebec regulations of the book applies at any time during the tournament.
21. No measuring equipment is allowed.
22. A time of 30 seconds per team will be awarded for the Semi-Finals and Finals.
23. **TIE BREAKERS** (HQ 10.8)

Should a tie exist between teams; the standings will be determined by the following criteria:

- a. Most wins
- b. Less loses
- c. The games results between the teams involved (wins)
- d. The best differential between the teams in question, of total goals for minus total goals against in all games played.
- e. The team with most Franc Jeu points
- f. The fastest goal scored in all games played.
- g. Draw

24. OVERTIME

If tied after three periods of regulation play, there will be an overtime period as follows: **FRANC JEU RULES IS APPLIED AT THE END OF REGULATORY TIME.**

Preliminary round:

One additional five (5) minute stop time, followed by a shootout. If a team lose their point of fair play (Franc Jeu) during the preliminary rounds of the playoffs, they do NOT have to place a player in the penalty box to serve the 5-minute penalty during the overtime period of 5 minutes.

Semifinals and Finals:

Only one additional period of ten (10) minutes stop time, followed by a shootout. If a team lose their point of fair play (Franc Jeu) during the semifinal and final rounds, they MUST put a player in the penalty bench to serve the 5-minute penalty during the overtime period of 10 minutes.

Overtime play:

An alignment of four players per team plus a goalie except for penalized players who must serve their punishment and the rules of the Franc Jeu. The first goal scored will end the game. After the overtime period, if still tied, there will be shootout as stipulated in Article 10.7.2.

Minimum number of players for the overtime:

In accordance with hockey playing rules, there are never less than three (3) players on the ice for each team (plus the goalkeeper). If a team has received a penalty and it has not expired, the number of players adjusts accordingly to start the overtime period.

1. SHOOTOUT (HOCKEY QUEBEC REGULATIONS)

- a. After each match, if there is a tie between the two teams, the official will ask the coach to designate three players for the first round of the shootout. Should there still be a tie after this first round, the coach shall designate a single player for the shootout. All players, except the goalkeeper, will participate in the shootout before a player returns a second time.
 - b. A player who was in the penalty box at the end of the overtime period is eligible to participate in the shooting.
 - c. The shooting will take place as follows:
 1. The home team has the choice of whether or not they will start.
 2. After the choice is made, the designated team sends its first player to center ice to start the shootout. Then the first player from the other team does the same, and so on until three players from each team have had their turn.
 3. The selection of the Coach does not indicate the order in which the players must appear at center ice to take their shot.
 4. The rules of game penalty shots apply.
 5. The shots are taken in turn and no simultaneous shots on each of the two goalkeepers is accepted.
 6. The team scoring the most goals in the complete round is declared the winner.
 - d. When a second or third round is necessary to break the tie, the order in which the players are left to the discretion of the coach and may not respect the order of the first round. Thus, all players who complete the game must participate in the shootout before a player may return for another time try. The game ends when the tie is broken, after a player from each team has completed a shot towards goal.
2. **COINTOSS** – One Hour before the final game the registrar will meet with a coach from each team in tournament office to determine the home and visitor teams.

**** Only for Semi-Finals and Finals ****