

# Campbellton-Chaleur Ball Hockey Association



## 1. Rules

- a) A minimum of six (6) players must be ready at the start of each game (including the goalie) in order for the game to start.
- b) A team's roster will be limited to a maximum of fourteen (14) players, including the goaltender. No roster changes will be allowed following the first game.
- c) The organizing committee reserves the right to ask for personal identification confirming a player's age.
- d) Games will consist of 2 (two) periods of twenty (20) minutes run time.
- e) During the last two (2) minutes of a game if the score differential is 2 goals or less stop time will be in effect. This will stay in effect until the end of the game as long as such a differential exists.
- f) If after two (2) periods of regulation time, during an elimination game, the score is tied the following will ensue:

### **4 on 4, plus goalies for 5 minutes**

#### **If the game is still tied after the overtime period:**

The teams will take part in an NHL style shootout. Each team will select three players to begin the shootout. If, after the first three shooters, the game is still tied then each team will select a new shooter one at a time until a team emerges victorious. A player cannot make a second shootout attempt until each player from his team has shot at least once. The same applies for third, fourth, fifth etc. attempts.

- g) In the event of a tie in the standings after the initial three games teams will be ranked based on the following:
  - i. The team with the most wins
  - ii. Differential of goals for and goals against
  - iii. If teams have played each other, the team that won that game will be ranked ahead of the other
  - iv. The team with the most goals for
- h) All minor penalties will be two (2) minutes in length. All major penalties will result in the player being expelled from the game and the infringing team will have to send another player to the penalty box to serve the entire five (5) minutes of the penalty.
- i) The following rule violations and actions will result in that player's immediate expulsion from the tournament :
  - i. Fighting
  - ii. Throwing of punches
  - iii. Throwing of kicks
  - iv. Spearing/Butt-ending
  - v. Intent to injure, intentional injury
  - vi. Deliberate boarding
  - vii. Violent slashing (as judged by the referee, intent to injure will be considered)
  - viii. Gross misconduct

- j) Slapshots where the windup or follow-through is above the waist will not be permitted. A stoppage will automatically ensue with the face-off coming in the offending team's zone. If the stoppage is a result of a shot towards the opposing team's net a minor penalty will be imposed
- k) Body-checking is prohibited and will result in a minor or major penalty depending on the severity of the infraction.
- l) Teams are allowed one time-out each per game.
- m) **The organizing committee reserves the right to make the final call and without notice on all unforeseen matters.**

## 2. Other Rules

- a) The tournament organizers disclaim all responsibility for accidents, injury, theft or damage that may occur to any player(s) or team(s).
- b) The tournament organizers reserve the right to refuse a team's registration.
- c) Dressing rooms will be made available to teams thirty (30) minutes before a scheduled game. We ask that teams ensure they leave the dressing rooms thirty (30) minutes after each game.
- d) If for whatever reason a team does not show up for a scheduled game, the opposing team will win the game by default. (2 to 0, 1 goal for each period).
- e) Each team is required to bring their own jerseys or shirts. It is important that the shirts are numbered and each player wears the same number throughout the tournament in order to accurately keep the statistics.
- f) In the event opposing teams have the same colour of shirts, pinnies will be provided to the away team as designated by the schedule.
- g) Players must be **at least 18 years old** to participate in the tournament.