



30th Edition

Provincial Tournament Bantam St-Anselme / Honfleur

from February 12 to 22 2009

<http://pages.globetrotter.net/tbantam>

RULES 2009

The PROVINCIAL TOURNAMENT BANTAM ST-ANSELME/HONFLEUR is a tournament of minor hockey sanctioned by Hockey Quebec. In addition to these rules, administrative rules of Quebec Hockey and rules of play of the A.C.H. into force for the present season apply.

The PROVINCIAL TOURNAMENT BANTAM ST-ANSELME /HONFLEUR, called the tournament hereafter, is reserved the right to add, delete or modify articles with the present rules.

1 Course of the tournament

The teams of A and B categories are ensured to play a minimum of two games. The tournament will be then a double elimination type. The teams of CC category will play a minimum of three games in a championship formula. The teams of BB category will play a minimum of four games in a round robin formula.

2 Hour of team's arrival

The staff and the players of each team must arrive at the Sporting Center at least 60 minutes before the hour envisaged of their game. For the games envisaged before 8H00 in the morning, a minimum delay of 45 minutes will have to be respected.

3 Entry pass

Entry is free for all.

4 Locker rooms

The teams will be assigned with a locker room as soon as this one is released and cleaned. The teams will have a 30 minutes delay from the end of their game to release their locker room.

5 Teams's necessary documents

The next documents must be given to the registry before the first game of the team:

- m Tournament permit or travel permit
- m Copy of the recording formula of the members of a team.
- m Calendar of the games of your league;
- m Scoring sheets of the 5 last games.
- m The tournament takes possession of the portfolio of team and checks if the documents are present.

6 Eligibility of the participants

To be eligible, the players and the staff must be on team members registration form and make no object of sanction by Hockey Quebec and/or the A.C.H. The tournament must check before each game the identity of each player and of the staff participating in the tournament. The form to complete will be given to the team before each game by a representative of the tournament.

7 Maximum and minimum number of players

Each team is entitled to a maximum of nineteen players in uniform:seventeen players and two goaltenders.

8 Schedule of the games

A game will be able to begin before the hour appointed only if the direction of the tournament has given the authorization and that the persons in charge for the two teams agree. For reasons out of its control, the direction of the tournament reserves the right to modify the schedule of the tournament.

9 Visiting team and color of the jerseys

"Visitor" and "Home" teams for each game are defined by the tournament according to the schedule. For the final games, a drawing of lots will be carried out to determine the teams "Visitor" and "Home". If the color of the jerseys of the two teams did not make sufficiently contrast, the visitor team will have to change jerseys, except for the final where a drawing of lots will be carried out. The tournament lays out for this purpose of jerseys which it will be able to lend to the teams

10 Duration of the games

Warm-up :	2 minutes
1 st period:	10 minutes stopped time
2 nd period :	12 minutes stopped time
3 rd period :	12 minutes stopped time

N.B. The ice groomed between the 2nd and the 3rd period of the game

11 Difference of seven goals

During a game, if there is a difference of seven (7) goals between the two teams as from the third period, the game ends immediately.(Except in BB category depending on the course game)

12 Time out

One time out per game can be required by the teams.

13 Wounded players

The team safety attendant, the first-aid workers or any other person elected by the Tournament are the only people authorized to intervene on the skating rink in case of injuries. The welfare man of the team concerned must be the first to intervene in these situations.

The direction of the tournament and/or its voluntary won't, in no time, being held responsible for the wounds undergone by the players, persons in charge for teams or the witnesses during the tournament. A team can present itself on the skating rink with only one goaltender in uniform. If the goaltender is wounded, it will have to be replaced by a player in uniform which will cover the equipment of goalkeeper.

The Tournament will decide time allocated with the new goaltender to get dressed. When a player or a goaltender is wounded during one period when time is continuous following a difference in five goals or more, the referees have only the authority to warn the time clerk to stop time.

14 Fairplay system

When a game is concluding by an equal pointing between the two involved teams, the game is prolonged automatically even if only one of the two formations has preserved its Fairplay point. However, in this possibility, this last one will enjoy a numerical superiority (four against three during the five (5) minutes of this prolongation for a regular match and five the first (5) minutes of this extension by ten (10) minutes for the games of semi-finals and finales after which if there were no goals, the teams will play with equal force.

For a regular game where the overtime will be only five (5) minutes, no player of the faulty team will have to go to the bench punishments in order to serve this major punishment.

For the games of semi-finals or finales where there is a two (2) ten (10) minutes overtime periods maximum to stopped time, the faulty team will have to begin the first period from overtime without of a player for one five (5) minutes duration. The trainer of the faulty team, via his captain on the ice, will appoint a player to purge this major punishment. The trainer will be able to appoint any player to purge this major punishment.

In the Bantam category, the number of minutes of punishment to preserve the Fairplay point is 16 minutes and less.

15 Regulation of overtimes

15.1 Eliminary games (A and B) round robin(CC) and championship (BB)

In the event of equality with the pointing and for the point of Fairplay after the three periods of play of the eliminary matches and the tournament to the round, there will be overtime according to the following mode:

One five (5) minutes period to stopped time, with alignment four against four (except for the punished players which must serve their(s) punishment). The first goal puts an end to the game. After this period of five (5) minutes overtime, if the equality persists, there will be a shootout.

N.B. The teams will not change an end at the end of the 3rd period of play

15.2 Games of semi-final et final (All categories)

When the games of semi-final and final, in the event of equality after the three (3) periods of play, there will be overtime according to the following mode:

There will be a one (1) period maximum of ten (10) minutes overtime to stopped time, with alignment four against four (except for the punished players which must serve leur(s) punishment). The first goal puts an end to the match. After these periods of ten (10) minutes overtime, if the equality persists, there will be shootout.

N.B. The teams will not change sides at the end of the 3rd period of play. The teams will change sides at the end of the 1st period of overtime.

16 Shootout

After each game of tournament, if there is equality between the two (2) teams, the official one requires of the trainer to appoint three (3) players for the 1st round of the shootout. Additional clause still an equality after this first round, the trainer will appoint at the same time players who will take part in the shootout. All the players will have to take part in the shootout (except for the goalkeeper) before a player does return a second time.

16.1 Players on the bench of the punishments

A player who was on the penalty bench at the end of the period of overtime is allowed to take part in the shootout.

16.2 Course of the shootout

The shootout will proceed in the following way:

m The team which receives has the choice to determine if it will begin or not the shootout.

m After the choice is made, the designated team sends its first player who tries to thwart the goalkeeper; then, the first player of the other team makes in the same way, and so on until the three (3) players of each team carried out a complete round

m The rules of play of the penalty shots apply

m The shoots are done in turn and no simultaneous shooting on each of the two goalkeepers will be allowed.

m The team who scored the most goals in this complete round is proclaimed the winner

m At the time of a shootout, only the winning goal is added to the card of the winning team. The other goals do not have an influence on the result of the game, on the card of the goals for and goals against teams nor on the average of allowed goals of the goalkeepers.

17 Champions and finalists teams

The champions teams and finalists see themselves presenting the banner of the champions and finalists.

Moreover, the champion team of her category sees itself giving a banner and the trainers and the players receive each one a gold medal.

The players and trainers of the finalist team will also receive a banner finalist and a money medal to the effigy of the tournament

18 Sanctions

The sanctions decreed to the players and/or trainers are determined by the committee of discipline of the tournament and are without call. Any player and member of a team having a prejudicial behaviour before, during or after a game could be sanctioned by the tournament.

Any team will be held responsible for any damage caused by one of his members with the installations and equipment used at the time of the tournament

19 Direction of the tournament

The direction of the tournament reserves the right to rule compared for any non covered matter by this document. The decisions taken by the committee will be final and without call. If a litigation occurs relative with a tournament rule and that one or more teams are implied, only the manager of or the teams concerned will be allowed to discuss the litigation with the direction of the tournament.

Approved by :

Rémi Roy

Rémi Roy

Président

Luc Roy

Luc Roy

Vice-président