



KITCHENER-WATERLOO OLDTIMERS' HOCKEY CLUB INC.

TOURNAMENT RULES (updated 8/28/19)

It will be your team's responsibility to see that every player, coach, manager and team executive be familiar with the following rules of the tournament.

- 1. NO BODY CONTACT:** Any player who intentionally pushes, shoves, stands in front of or does not avoid contact with the opponent will be assessed a body contact penalty. (2 min.)
- 2. NO SLAP SHOTS:** Any player who raises his stick over 18" off the ice and slaps the puck will be given a penalty. (2 min.) This will be at the discretion of the referee.
- 3. FIGHTING:** Any player called for fighting will be assessed a game misconduct and will be expelled from the tournament. His team will play shorthanded for 5 minutes.
- 4. MAJOR PENALTIES:** A major penalty will be assessed for butt ending, spearing, kicking or attempting to injure. This will terminate the player from further participation in the tournament. His team will play shorthanded for 5 minutes.
- 5. THREE (3) MINORS:** Any player assessed three minor penalties in any one game will be ejected from the current game. The individual will be allowed to play the next game.
- 6. MINIMUM PLAYERS:** Teams must have a goalie and 5 players to be eligible to play. They must also ice the minimum players within 5 minutes of the scheduled game time and be ready to play or forfeit the game to the other team.
- 7. PENALTIES:**

MINOR	2 MINUTES STOP TIME
MAJOR	5 MINUTES STOP TIME
MISCONDUCT	10 MINUTES STOP TIME
- 8. GOALIES:** Any team that cannot ice a goalie because of a sudden illness or injury received from this tournament or any other reason must consult with the tournament chairman. **Goaltenders are responsible to follow the CAHRA rules for equipment.**
- 9. PLAYERS:** Players must be 35 years of age or over depending on the division, by January 1st of the Tournament year. **Proof of age must be available upon request. Any player found underage for any game, his team will forfeit a win or tie for the effected game. The team will be awarded no points and the score will be recorded as a 5-0 loss. Penalty minutes will be recorded as actual.** (All players must play 2 of the 3 games to qualify to play in the final game) **If this rule is not followed you will forfeit the outcome of the final game.**
- 10. HIGH STICKING:** Contacting the puck with the stick above the normal height of the shoulders will STOP THE PLAY. NO PENALTY ASSESSED. The face-off will be in the end zone of the offending player.
- 11. RED LINE:** The red line will not be used in any game.



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- 12. LENGTH OF GAMES:** ALL GAMES: 2 Periods
1ST PERIOD - 15 Minutes stop time
2ND PERIOD - 15 Minutes stop time
Final 10 minutes of game, clock runs if goal differential is 6 or greater.
- 13. GROSS MISCONDUCT:** Any player receiving a gross misconduct shall be ejected from the game and receive a minimum (1) game (NEXT GAME) suspension.
- 14. GAME MISCONDUCT:** Any player receiving a game misconduct shall be ordered to dressing room will not be allowed to play the balance of present game. He will be eligible to play the next game.
- 16. CARHA RULES:** All other CARHA RULES apply. **CARHA liability and injury insurance is not in place.** Players must rely on their personal insurance and provincial healthcare for relief from an injury incurred in this tournament. Teams interested in team injury coverage can investigate through **CARHA's** services.

It will be each team's responsibility to see that sweater colors do not conflict with the opposing team. Home team has the choice of colors to wear. **The Tournament will assist if possible.**

METHOD FOR DECLARING STANDINGS AFTER ROUND ROBIN GAMES TO ADVANCE:

1. 2 points for a win and 1 point for a tie. (MOST POINTS)
2. Record between the 2 tied teams.
3. Least number of penalty minutes in the 3 games.
4. Goals for and against. (HIGHER PLUS-MINUS)
5. Most Goals For in 3 games.
6. Least Goals Against in 3 games.
7. A coin toss will take place if above criteria still is tied.

FINAL GAME:

If overtime is required for the FINAL GAME, it will be **SUDDEN DEATH.**
(Penalties at the end of the regular game will continue into the overtime game.)

Overtime will be played in the following manner:

The clock will stop after every 3 minutes of play to remove a player on the ice from each team.

FIRST 3 MINUTES	3 Skaters and a goalie
NEXT 3 MINUTES	2 Skaters and a goalie
UNTIL END OF GAME	1 Skater and a goalie until a goal is scored

**In the event of a penalty during overtime, the opposing team will add one player for the duration of the penalty. Once the penalty has ended, the penalized player will be allowed to enter play. Once a whistle occurs, the teams will revert back to the number of players indicated above.
(Goaltenders can be replaced at any time by another skater and vice versa - changes must be done on the fly.)**

REFEREE DECISIONS: ALL REFEREE DECISIONS WILL BE GOVERNED BY THE C.A.R.H.A. RULES AND WILL BE FINAL