



THE TRUE TASTE
OF THE GAME.



Hockey Day In Winnipeg

Rules, Reg's and Such

Introduction

- An entry fee of \$100 per team is required to guarantee a spot!!
- Tournament date is SATURDAY, JANUARY 30, 2010 at Melrose Community Centre.
- After-party at the Henderson Draft House.

Rules

Player Eligibility

All players must sign a waiver prior to game day. These forms can be downloaded at www.power97.com or picked up at 930 Portage Avenue. Please hand them in fully signed by each member of your team, PRIOR TO GAME DAY. Players must **be a minimum 18 years of age**.

The Game

There is a minimum of six players per team and a maximum of eight. Each game will be played 3-on-3 with a goalie. Each team will be guaranteed a total of 3 games.

The top team in each pool, plus 6 wild card teams, will advance to the next round.

You can start a game with a minimum of 4 players, plus a goaltender.

If a team hasn't enough players at scheduled game time, 1 goal for every 2 minutes will be awarded, and that time will be deducted from the game. If team still can't ice a team after 10 minutes, it is considered a defaulted game. If your goaltender isn't ready at game time, you can wait for him or her to get there, taking the goals against penalties as stated above, or designate a goalie. If your goaltender is a no-show, and you have no equipment, elect a player as the goaltender. The acting goalie must remain the same player for the entire game, or until a goaltender with equipment shows up. If goaltender shows up late, NO WARM UPS will be allowed! You must have an acting goaltender for the entire game. (except the final 5 minutes of the second half)



Game Duration

All games have a running time of 2-12 minute periods.

If tied at the end of the period, a shootout will occur. First goal scored wins.

Defaulted Games

Defaulted games count as a game played, with the non-defaulting team awarded 2 points and defaulting team deducted 2 points in the standings. There will be a score of 5-0 awarded to the team who wins by default. (This goes toward the +/- for that team which becomes important in case of a tie.)

Uniforms

Teams must have one set of matching jerseys with the same colors and numbers on the back. (use tape if jersey has no number) It doesn't have to be the same style, for example, a blue team can wear Toronto or Edmonton-away colors, as long as they are the same colors. If two teams wear the same colors, the **away team** must wear alternate colors.

We will list the team colors with the schedules so you have plenty of time to arrange for spare jerseys. In this situation, if one team is wearing all blue, the conflicting team, if they have to, can wear every color but blue. Please try your best to get the same colors for the entire team.

Fighting - ZERO TOLERANCE!

Anyone throwing a punch at an opponent will be assessed an automatic major and game misconduct for fighting, and the team responsible for throwing the first punch will be immediately ejected from the game (tournament). Teams, not the refs, **must pull their own players apart** from the fight.

Players involved have 3 minutes to leave the community centre after first leaving the ice. The visiting team's players will be escorted off the ice first so they can get their personal belongings from the dressing room, if necessary. Then once they leave, the home team's players will do the same.

FIGHTING - Instigating including coaxing a player into fighting or throwing punches at a player who is just defending his/herself. This will be a decision rendered by the referee.

MAJOR STICK VIOLATIONS - Anyone assessed a major for spearing, slashing, cross-checking or high sticking will receive an automatic ejection from the tournament

Any player suspended from one team (that does, or wants to play on another team) **cannot play on any other team in the tournament while suspension is on**. WE will contact team captain with severity of the suspension. Any player ejected WILL be banned from the community centre premises, including the parking lot, etc.



Altered Footwear

Nothing can be sprayed on the bottom of your shoes (ex. WD 40) or inserted into footwear. (ex. tacks, staples, etc.) All players' bags must be left in dressing room, penalty box, or some other neutral area during the game. Referees or any league officials are entitled to check any player's shoes, bench-area, or dressing room, before, during, or after a game. Possession of substances will consider you guilty as well. Any team caught with altered footwear or in possession or substances for the use of altering, will be EJECTED as a team for the remainder of the tournament and subject to loss of points. We may do random checks at any time.

Other Rules

Passing the puck to a teammate with an open hand is illegal. The play will be whistled dead, with a face-off at the closest face-off circle.

PLAYERS MUST ONLY BE REGISTERED AND PLAYING ON ONE TEAM.

Wild Card

The wild card spot will be decided by the following...the top 6 second-place teams will advance to the wild card spot. If teams are still tied, the best record of plus and minus (goals for and against) will advance. If teams are still tied, we will draw team names out of a hat.

Upon registration, you agree to adhere to all rules and regulations.

The Final Rule

Have Fun and Play Safe!!!

Remember: This event is for charity and intended to be fun for all!

Any team violating the rules will be removed from the tournament!