

TOURNAMENT RULES



60th ANNUAL

AMOS NATIONAL M18 TOURNAMENT

FEBRUARY 12 – 16, 2025

RULES

- 1.0 Our tournament is sanctioned by Hockey Québec.
- 2.0 The administrative regulations and rules of the game are those of the A.C.H.A. and Hockey Quebec for the 2024-2025 season. **The FAIR PLAY (FRANC JEU) CODE applies for the entire duration of the tournament.**
- 3.0 A team may have a maximum of eighteen (18) players per game plus one (1) or two (2) goaltenders (R.A. 7.2.2).
- 4.0 Unless approved by a member of the Organizing Committee, players are prohibited from changing numbers for all games of the tournament.
- 5.0 Each team will play at least three (3) games.
- 6.0 The duration of the games will be as follows (R.A. 9.2.2) :
 - **AA ; One (1) timed period of 12 minutes (1st) and two (2) timed periods of 15 minutes (2nd and 3rd)**
 - **A and B; Two (2) timed periods of 12 minutes (1st and 2nd) and one (1) timed period of 15 minutes (3rd)**
 - a) There will be no overtime in the preliminary round.
 - b) If after two (2) periods, there is a difference of seven (7) goals or more, the 3rd period will be played with a running clock even if the goal differential drops below seven (7) goals.
 - c) The tournament reserves the right to start a match 10 minutes before the scheduled time.
- 7.0 Starting with the elimination rounds after the **FAIR PLAY (FRANC JEU) CODE** has been applied, in case of a tie after the three (3) periods of regulation play, there will be an overtime period according to the following procedures (R.A. 9.6.1) :
 - a) A single period of five (5) minutes of stop-time, with teams of three (3) players per team plus a goaltender, except that players penalized must serve their penalty or penalties, and the Fair Play (Franc Jeu) rules will be applied. The first (1st) goal will end the game.
 - b) If the score remains tied after this five (5) minute period, there will be a shootout (see 9.6.2. Shootout).

For the **Semifinal and Final rounds in classes AA, A and B**, after the **FAIR PLAY (FRANC JEU) CODE** has been applied, in case of a tie after the three (3) periods of regulation play, there will be an overtime period according to the following procedures (R.A. 9.6.1) :

- a) A single period of ten (10) minutes of stop-time, with teams of three (3) players per team plus a goaltender, except that players penalized must serve their penalty or penalties, and the Fair Play rules will be applied. The first (1st) goal will end the game.
- b) If the score remains tied after this ten (10) minute period, there will be a shootout (see 9.6.2 Shootout).

8.0 Shootout (R.A. 9.6.2)

- a) After each game in the tournament, if the two (2) teams are tied, the official will ask the coach to designate three (3) players for the first round of the shootout.

If the score is still tied after the first round, the coach will designate one at a time the players to participate in the shootout.

All players must participate in the shootout (with the exception of the goaltender) before any player may participate a second time.

- b) Any player in the penalty box at the end of the overtime period is eligible to participate in the shootout.
- c) The shootout will take place as follows :
 - The home team will have the choice of starting the shootout or not.
 - After the choice has been made, the designated team will send its first player to attempt to score against the opposing goaltender.
 - Then the first player from the other team will do the same, and so on, until all three (3) players from each team have completed the round.
 - The coach's order of choice does not represent the order in which the players must take the ice for their turn.
 - The rules of the game for penalty shots apply.
 - Shots will be taken in turn, and simultaneous shots against the two goaltenders will not be accepted.
 - The team that scores the most goals in this complete round will be the winner.
- d) When a second or third turn becomes necessary to break the tie, the coach will select the order in which the players participate and this does not have to match the order in the first round.

- Thus, in each round, all the players who finished the game must participate in the shootout before any player takes a second turn.
- The game will end when the tie is broken, after a player from each team has taken a shot on goal.

9.0 Tie Breaking (R.A. 9.7)

It is important to know that for each tiebreaker; the objective is to identify the best team or teams.

Each criterion aims to eliminate one or more teams until the objective of identifying the best team or teams is achieved.

When there is a tie between two (2) or more teams, all these teams are subject to the following points:

For each criterion, only teams tied are retained until finally a criterion determines the first team.

When the first team has been identified or eliminated, a second tiebreaker must be restarted with the teams tied, starting from the first criteria to determine the second team if necessary and so on.

- A.** The highest number of points.
- B.** The highest number of wins.
- C.** The least goals "against".
- D.** The most goals "for".
- E.** The team having scored the quickest goal in all games played.

NOTE 1: If a team does not show up for a game, all games played against such team by other teams shall not be considered.

- F.** The team having cumulated the most "Franc Jeu " points.
- G.** By a draw.

10.0 Protests (R.A.7.4)

All protests must be made in writing and submitted to the registrar or to a Tournament event official within one hour after the end of the game, along with a deposit of two hundred dollars **(\$200.00)** that will be refunded if the team wins its challenge.

- 11.0** Any team using an ineligible player will be automatically suspended from the Tournament. The decision of the Tournament officials will be final and not subject to appeal.

- 12.0** Upon arrival, each team must submit its binder and provide proof of age for its players, as well as its player contracts.
- 13.0** The ice will be resurfaced every two (2) periods, according to the schedule pre-established by the Organizing Committee, except for the first game of the day, on Ice 2, where it will be done after the first period. Any additional resurfacing will be at the official's discretion.
- 14.0** A game won by default will be scored as 1 to 0 and the winning team will also earn its Fair Play point. The other team will not earn any points.
- 15.0** The pre-game warm up will last three (3) minutes and will be timed.
- 16.0** A protective collar is required for all players.
- 17.0** There will be no time-outs during games in the preliminary round. However, for the elimination rounds, each team will be granted **one** time-out of **30 seconds** per game.
- 18.0** The team identified as the "**HOME TEAM**" on the Tournament schedule, will wear its **light** coloured uniform, and the team identified as the "**VISITOR**" will wear its **dark** coloured uniform. If the teams have the same coloured jerseys, the "HOME TEAM" will wear its colors and the Tournament will decide upon a color for the "VISITING" team to wear.

Step 1: If one of the two teams in question has a second set of jerseys, they must wear them if they are available.

Step 2: If both teams have only one set of jerseys, the "visiting" team will have to change jerseys.

- 19.0** At the start of each game, the "HOME" team will defend the zone whose goal is closest to the entry/exit for the ice resurfacer (Zamboni or Olympia).
- 20.0** Pucks for the warm-up period will be provided by the Tournament.