



## **General Rules & Regulations**

- A. In order for the Organizing Committee to accept teams for this tournament, each team must make a FULL PAYMENT by issuing a Certified Cheque or Money Order no later than the set team registration deadline. ALL PAYMENTS MUST BE RECEIVED BEFORE THE DEADLINE.
- B. There will be NO refunds for the team entry fee payments after the registration deadline.
- C. Partial payments for the team entry fees ARE NOT ACCEPTED.
- D. To be eligible to play you must be 18 YEARS AND OLDER (as of December 31 2016). In order to participate in the tournament, all players must provide a valid identification upon demand. Note: All players born in 1999 must provide identification as proof of age.
- E. If a team is caught with an underage player, the team in question will record a loss in the game in which they used the underage player. If a team is caught twice using an underage player, the team in question will be expelled from the tournament and will lose its' fee. Note: All teams are required to submit their team roster to their local Recreation Directors/Coordinators for verification. (A week before the Tournament).
- F. The tournament will be played in accordance with the rules of the Broomball Canada and with the rules established by the C.R.E.E. Organizing Committee.

### **CHANGE/DRESSING ROOMS**

- a) Each team shall be in the dressing room thirty (30) minutes before the game and must be out of the dressing room fifteen (15) minutes after the end of the game.
- b) The Tournament Committee is not responsible for any loss or damage of the participantant's equipment and/or personal belongings.

**ABSOLUTELY NO DRUGS OR ALCOHOL BEVERAGES WILL BE ALLOWED IN THE DRESSING ROOMS, OR WITHIN THE ARENA PREMISES.**





**RULES & REGULATIONS**

The tournament will be played in accordance with the rules of Broomball Canada and with the rules established by the C.R.E.E. organizing Committee.

The 37<sup>th</sup> Edition of the tournament is open to all First Nations, Inuit and Metis.

**1. TOURNAMENT FORMAT**

All Teams will be guaranteed to play three (3) games.

**2. AGE ELIGIBILITY**

**Age Limit is as follows; NO EXCEPTIONS.**

<p><b>Competitive Category:</b></p> <p>Players must be 18 years of age and older. (Born on or before December 31, 1999 or earlier)</p>	<p><b>Recreational Category:</b></p> <p>Players must 30 years or older, however each team is allowed to carry 5 players under the age of 30 (18 to 29 years old).</p>
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**3. PLAYERS ELIGIBILITY**

Players can only play in one (1) category. NO EXCEPTIONS.

A player must play in 1 of 3 regular games to be eligible to play in any playoff game (quarter-finals, semi-finals, and finals).

Each team shall have a maximum of nineteen (19) players, and a minimum of nine (9) players.

**4. IMPORTS**

- a) Each team in Competitive and Recreational categories shall be allowed two (2) imports native or non-native.
- b) Any player that has resided in the community at least one (1) year, as of December 1, 2016 is not considered an import. Proof must be presented to the committee. In the event that the player residency is in question, the player will have to provide a document of proof of residency, ex. Phone bill, a valid drivers license.
- c) Any player that has resided in another community that wants to play for his home community will not be considered an import.



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- d) Upon valid proof presented with the team registration form, any player on educational leave shall be considered a resident of their community for the duration of such leave.

## 5. SCORESHEETS (PLAYERS LINEUP)

The lineup presented on the scoresheet for the first game shall be the official lineup for the entire tournament. The Tournament Committee will not permit any changes thereafter.

Note: The Coaches, Managers & Team Captains/Reps are responsible to verify the scoresheet before the first game to ensure that all players are listed.

## 6. GAME START

- a) In order to start a game, each team must present themselves on the ice with five (5) players and a goalie or six (6) players and may finish the game with the same number of players, however should a player be ejected from the game resulting from misconduct, or be injured and unable to play, the team will lose the game by default cause the team could not meet the minimum number of players required.
- b) When the referees present themselves on the ice, 3 minute warm up period will begin.
- c) The game clock will start according to the game schedule, thereafter when the 1<sup>st</sup> period of running time has completed, the team present on the ice with the required number of players will be declared the winner. If both teams have not met the minimum number of players, these two (2) teams will incur a loss and a minus -5 in the standings.
- d) If a team that is causing the delay goes on the ice before the time runs out in the 1<sup>st</sup> period will receive a 3 minute penalty for delaying the game (two minute penalty in stop time games).
- e) The winning team in a forfeited game will receive a plus two (2) in the standings and the forfeiting team will receive a minus -5 (-5) in the standings.

## 7. DURATION OF GAMES

All games shall be played as follows:

Competitive & Recreational Categories

1<sup>st</sup> period 15 minutes straight time.

2<sup>nd</sup> period 10 minutes stop time.



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## 8. GAME DIFFERENTIAL

- a) After a difference of five (5) goals, the remaining time of the game shall be played non-stopped even if the difference becomes smaller.
- b) However, a difference of seven (7) goals any time after the 2<sup>nd</sup> period will terminate the game (excluding semi-finals and Finals).

## 9. END OF REGULATION (Round Robin Games)

### Tie Game Rule with 3 minutes left in the game (Regular Games).

**Regular Games** – If a tie results with three (3) minutes left in a game, the game stops and the teams will play the last 3 minutes 3 on 3 with no goalies to the end of the period (stop time).

Note:

- a) Goals will only count if the goal scorer shoots while being in the offensive side of the red line. Should the goal scorer shoot from the defensive side and score, goal will not count.
- b) A goal will be awarded if a defending player blocks a shot while being in the crease of their respective net.

### Tie Game (End of Regulations)

**Regular Games** – If a tie should remain after the regulation time as expired, a sudden overtime will take place with 3 players aside and no goalie.

## 10. OVERTIME FORMAT (Elimination Games)

In all elimination games, the first overtime period shall be ten (10) minutes stop time with three (3) players, and a goalie. Rule C.B.F: All additional overtime periods shall be played the same.

*Note: Under the Canadian Broomball Federation, it states the following: "In overtime, the teams shall play three against three, plus goaltenders. Goaltenders must be in the net at all times."*





## 11. PENALTIES

- a) Penalties are as follows:
- Straight time – Three (3) minutes
  - Stop time – two (2) minutes
- b) Any player receiving three (3) minor penalties or one (1) major will be ejected for the remainder of that game.
- c) Any player being penalized for fighting will be automatically expelled from the tournament.

Note: Any player disrespecting a referee or found guilty of intend to injure a fellow player, referee or volunteer will be automatically expelled from the Tournament and banned from participating in future Tournaments upon the conditions set by the Tournament committee.

## 12. SUSPENSIONS

Any player that was expelled from last years tournament (2016) related to Players Conduct infractions will not be permitted to play in this years event (2017).

Note: All players expelled from any C.R.E.E. Tournament, of any year, past or present, must be subjected to review by the organizing committee before reinstatement to future tournaments.

## 13. PROTEST

All protests must be registered by the end of the first period. Any protests after this will not be recognized. A non-refundable fee of \$300.00 will be imposed on the team that wishes to file a protest.

## 14. REQUIRED EQUIPMENT

To prevent/reduce on-ice injuries, all players are obligated to wear a protective helmet with a face mask. ( Rules applied from Broomball Canada).

## 15. REGISTRATIONS/PLAYER PASSES

Each player must purchase a players pass at \$20.00 each for the weekend. Every player and coach must present their pass upon entering the arena even if they are entering to play their game. Should the player does not have it upon request from security, the player must pay the admission for the day.



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## 16. BODY CONTACT

Body Contact is strictly prohibited in all categories.

## 17. TIMEOUT

Teams are entitled one (1) thirty (30) second time out each game.

## 18. STANDINGS

Points awarded are as follows:

3 Points for a win in regulation

2 Points for overtime/shootout win

1 Point for overtime/shootout loss

0 points for regulation loss

### Tie-Breaker in Standings;

In case of a tie, the following procedures will be applied.

#### 2 Way Tie

- The team that has beaten the one it is tied with will rank higher.
- The difference between goals for and goals against for all games.
- The team with the most goals for all games.
- The team that scored their first goal the fastest in the tournament.

#### 3 Way Tie

- The difference between goals against and goals for in all games.
- The teams with the most goals.
- The that scored their first goal the fastest in the tournament.



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