



37TH ANNUAL SENIOR HOCKEY & BROOMBALL TOURNAMENT



BROOMBALL **Rules & Regulations**

ALCOHOL & DRUGS (ZERO TOLERANCE)

- a) No Alcohol or Drugs will be tolerated in the dressing rooms or anywhere inside the Arena.
- b) Any player, Coach or Team member under the influence of alcohol or drugs will be expelled from the Tournament.
- c) ANY PERSON WHO SMELLS OF ALCOHOL WILL BE CONSIDERED IN BREACH OF OUR ZERO TOLERANCE RULE.
- d) **Players are responsible for their own actions.**
- e) Referees have the right to expel any player that is found in breach of our ZERO TOLERANCE rule.

Any team found using or in possession of alcohol or illegal drugs in the premises will lose that game by default. The Eeyou/Eenou police force will be called if anyone is in possession in either of the substances.

EACH PLAYER MUST HAVE THE SAME NUMBER FOR THE ENTIRE TOURNAMENT. NO TEAM WILL BE ALLOWED TO HAVE PLAYERS WEARING THE SAME JERSEY NUMBERS. SCORE KEEPERS WILL VERIFY THE NUMBERS AT ALL GAMES. IF A PLAYER IS CAUGHT WITH A DIFFERENT NUMBER, THE TEAM WILL BE GIVEN A DELAY OF GAME MINOR PENALTY.

WE STRONGLY RECOMMEND THAT ALL TEAMS HAVE UNIFORM JERSEYS FOR THE DURATION OF THE TOURNAMENT.



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BROOMBALL - Rules & Regulations

1. All games will be played accordance with the rules of the Broomball Federation of Quebec and with the rules established by the organizing Tournament Committee.

2. **ELIGIBILITY:**

- a) **Deposit of \$500.00 upon registration before deadline.**
- b) The Tournament is open to Natives & Non-Natives.
- c) All players must be the legal age of eighteen (18) & older. No exception.
- d) If a team cancels their registration, forcing a schedule change, that Team and its/Players may be ineligible to participate in future Tournaments, as determined by the Tournament Committee.

A player must play at least one round robin game to be eligible to play in the play-offs and must be recorded on their first scoresheet.

3. **ROSTER:**

- a) All teams shall have a maximum of seventeen (17) players, (15 runners and 2 goalies) and a minimum of ten (10) players.
- b) The line-up presented at the first game will be the official line-up for the entire tournament, and the Tournament Committee will not admit any changes thereon.
- c) Each team will receive the required number of player's passes according to the first official scoresheet. If a player loses his/her pass, that player is responsible to pay the regular daily admission in order to be admitted into the arena.
- d) HOME in Dark Jerseys, VISITORS in Light Jerseys.

4. **PROTECTIVE EQUIPMENT:**

Each player must wear the mandatory C.S.A helmet, with a full face mask.

With each player's safety in mind, in the event that a player's helmet comes off, it is mandatory that he leave the ice immediately by returning to her team's respective bench. Failure to do so will result in an unsportsmanlike minor penalty.

5. **NO IMPORTS:**

- a) A player residing in a native community he/she's playing for and been living in that community for one (1) year with valid proof upon requests is **NOT** considered an import (**Native or Non-native**)
- b) A player residing in a community for the purpose of full-time school or full-time work, will **NOT** be considered an import (proof of residency must be provided to the Tournament Organizers).
- c) A player wanting to play for their home community will **NOT** be considered an import.

6. **LENGTH OF GAMES:**

	<u>ROUND-ROBIN</u>	<u>QUARTER/SEMI</u>	<u>FINALS</u>
1 st Period	15 minutes, last minute stop time.	15 minutes, last minute stop time.	15 minutes, last minute stop time.
2 nd Period	15 minutes, last minute stop time.	15 minutes, last five (5) minutes stop time.	15 minutes, stop time.

IN THE QUARTER-FINALS, SEMI-FINALS, & FINALS ONLY

If there's a tie after the regulation time, a sudden death tie-breaker will be utilized.

1st Overtime: Ten (10) minutes, straight time, with four (4) players and a goalie.

2nd Overtime: Five (5) minutes, straight time, with three (3) players and a goalie.

3rd Overtime: Three (3) shooters from each team, the team that scores the most will win the game after all three (3) shooters have taken their shots.

*If there is still a tie after three (3) shooters, one (1) shooter from each team will shoot (any player) until a winner has been declared.

For the duration of the tournament teams that ICE the ball, players that were on the ice cannot change shifts until after the faceoff.

7. Each team shall be in the dressing room at least fifteen (15) minutes prior to their game and out in fifteen (15) minutes after the end of their game.

8. **DELAY OF GAME:**

a) After first five (5) minutes of run time, the team absent or short of players will automatically receive a (3) minute minor penalty for delay of game.

b) After ten (10) minutes of run time, the team absent or short of players will automatically receive (5) minute major penalty for delay of game.

c) If the team does not present themselves before the 1st period has expired, the team present shall be declared the winner.

d) A TEAM MUST HAVE FIVE (5) PLAYERS PLUS A GOALIE OR SIX (6) PLAYERS TO START A GAME.

9. One (1) time out of thirty (30) seconds will be permitted to each team per game.
FINALS - One (1) time out of thirty (30) seconds for each team per period.

10. **MERCY RULE:**

After a difference of five (5) goals, the remaining time of the game shall be played non-stop even the difference becomes smaller. If there is a difference of seven (7) goals after first (1st) period of play that game will automatically be over. **In Round-Robin ONLY.**

11. **POINTS AWARDED:**

2 points for a win 1 point for a tie No point for a loss

Default games will be a 1 to 0 deciding score.

12. **TIE POSITIONS: In the event where teams are tied for a play-off position after the round robin games are completed, the following will apply:**

a) The teams with the most points qualifies for higher seed.

b) A team with the most wins qualifies for higher seed (The team that has played the most games will have higher seed; default games will not count as a game played).

c) The team with the best +/- qualifies for higher seed.

d) If teams are still tied: The winner of the round robin games involving the two tied teams will qualify for higher seed.

e) The team that scored the fastest goal in their first game qualifies for higher seed.

13. **PENALTY:**

	During straight time period:	During stop time period:
MINOR	** Three (3) minutes	Two (2) minutes
MAJOR	** Six (6) minutes	Five (5) minutes

**** Even during the last MINUTE stop time in the 1st period and**

- a) A high stick will be called a penalty when a player touches the ball with the stick above the shoulders.
- b) A player receiving three (3) penalties in a single game will be automatically be expelled for the remainder of the game.
- c) Any player being penalized for fighting will automatically be expelled from the tournament, and banned from participating in future tournaments upon the conditions set by the Tournament Committee.
- d) Body contact will not be allowed. Any intentional **“BODY CONTACT”** the player will receive a Major Penalty and a game Misconduct.
- e) A DOUBLE MINOR is two penalties.
- f) **The scorekeeper is responsible to inform the referees if any player that reached the maximum number of penalties.**

14. **ANY TEAM THAT DELIBERATELY THROWS AWAY A GAME:**

Example: not showing up for a game, or deliberately losing a game or, not trying to win a game, in an attempt to affect the Final Standings. Any team found to be throwing a game, including the players listed on the roster that played, will be disqualified from tournament, and banned from participating in future tournaments, or upon the conditions set by the tournament committee.

15. Any players/coaches disrespecting or found guilty of intent to injure a fellow player, referee or volunteers will be automatically expelled from the tournament and banned from participating in future tournaments upon the conditions set by the Tournament Committee.

16. **DISPUTE AND PROTESTS:** There will be no protests registered during the tournament.

17. The Tournament Committee and Arena Staff are not responsible for damages or loss of participant’s equipment or any other belongings.

18. The Tournament Committee, it’s Organizers, and Arena staff will not be held responsible if any injuries should occur to any player/coach in the playing surface.

19. The direction of the Tournament Committee reserves the right and the responsibility to expel any player or any team not respecting the present rules. All decision taken by the Tournament Committee shall be final.

WHEN THE SCHEDULE HAS BEEN MADE AND SENT OUT.

THERE WILL BE NO CHANGES. ALL TEAM MUST DE READY TO PLAY ON THURSDAY, JANUARY 30, 2020.

THE TOURNAMENT COMMITTEE HAS ORGANIZED THIS TOURNAMENT IN THE SPIRIT OF SPORTSMANSHIP AND FRIENDSHIP! GOOD LUCK AND HAVE FUN!!!