

DO NOT REMOVE FROM THE BOX

Canada Day Tournament Rules

1. Any changes to the team roster must be supplied to the Tournament Chairman prior to the team's first game.
2. C.D.L.A. rules will be in effect except where otherwise noted.
3. Teams are to supply their own practice and game balls. Home team must supply the necessary amount of game balls in order to complete the game.
4. Game sheets must be completed via the Home or Visitor code in the RAMP Game sheet APP at least 15 mins prior to the game. Home team must pick up the game sheet code and Heart and Hustle awards at the registration table 15 mins prior to the game
5. The tournament committee will provide all game referees. Minor officials; scorekeeper, timekeeper and shot clock person are the responsibility of the home team - 3 people are to be supplied by the home team. The home team is defined as any CDLA team. In the event that there is no CDLA team home team will be the team that whose home is closest to Calgary.
6. Any official protest shall be documented and submitted together with a \$500.00 bond to the CDLA designated discipline rep, whose decision will be final. The protest fee is non-refundable.
7. All match, game, or gross misconducts will be referred to the CDLA designated discipline rep who will, after consulting with the discipline committee, render a decision regarding suspensions and their decision will be final. If penalized team do not sit a suspended player immediately following the suspension, that team will have one point deducted from their tournament standings.
8. Any player who receives a fighting major will be subject to disciplinary action by the Disciplinary Committee, which may include expulsion from the Tournament.

9. Game Times:

Division	Game	Warm-Up	Periods	Rest
U11	60 min	3 min	3-15 min run	2 min
U13	60 min	3 min	3-15 min run	2 min
U15	75 min	3 min	3-15 min stop	2 min
U17	75 min	3 min	3-15 min stop	2 min

*Game starts latest 3 minutes after allocated start time. 'Delay of game' penalty will be assessed

*When time reaches five minutes left in the scheduled time, and there is more than 2 minutes left on the game clock, the following will occur. At the first stoppage of play, the clock will be set to two minutes and the remainder of the game will be played stop time.

10. In all games, a 'mercy rule' will apply. If a team has a lead of 6 goals or more, the clock will switch to running time. If the losing team narrows the differential to 4 goals or less, the clock will revert back to stop time.

11. Scoring System All of the tournament games, with the exception of all final games, will be played using the following scoring system:

Maximum Five (5) points total will be awarded as follows

- Period win – one (1) point
- Period tie – half (1/2) point
- Win the game – two (2) points
- Tie the game – one (1) point

12. If two or more teams are tied after the Preliminary Round Play the following will determine the final placing:

a) Record against each other. Failing that, the Goals Average will be calculated using the following formula

$$\frac{\text{Goals For}}{\text{Goals For} + \text{Goals Against}}$$

*The team with the highest percentage will advance. NOTE: Goals Average based on all games played.

b) Fewer penalty minutes based on all games played

c) Coin toss.

13. Overtime will take place in the MEDAL ROUNDS only and will be as follows:

a) Teams will not switch ends

b) Sudden death overtime will be played with one - 5 minute run time period. If the game remains tied at the end of the single period, the game will proceed to a shootout. The shootout will consist of the teams taking alternating penalty shots. The home team will get to choose if they wish to shoot first or last, and then they will shoot in that same order for all rounds of the shootout. The shootout will be a single round at a time such that the shootout will continue until one team scores a goal and the other team does not during their penalty shot. The team that scored a penalty shot on their turn will be declared the winner. If both teams score on their penalty shot another round of the shootout will be held. Teams must use a different shooter for each round of the shootout until all of the players on their roster, except the goaltender, the substitute goaltender and any player that left the playing surface for injury or a penalty prior to the conclusion of overtime, have taken a penalty shot during the shootout.

14. Goalie water breaks will occur during each period as close to the middle of the period, this will be at the referee discretion

15. The Canada Day Tournament has zero tolerance for inappropriate behaviour by or towards; officials, coaches, players, spectators, parents, volunteers, and facility staff, Violators may be suspended from tournament participation and/or banned from the building. In extreme circumstances teams may be stripped of points and expelled from the tournament. Please refer to the CDLA Zero Tolerance Guidelines for further details.

16. Teams and/or individuals will be held financially responsible for any damage done to any of the facilities used for the tournament. Teams and individuals causing damage will be expelled/banned from the tournament