



Red Circle Annual Tournament

General

- Zero tolerance will be given to any participating player, coach, or spectator for contradicting the Code of Conduct or R-Zone Policy.
- A maximum of 20 trophies / medals per team will be awarded.
- No more than 4 Bench Representatives on the bench at any time.
- **No photography** is to take place on the ice surface or in dressing rooms unless authorized by the RCAT Tournament Committee.

Rules and Regulation (ALL Divisions)

- All round-robin games will be played under Red Circle Hockey Club HL Rules.
- RCAT officials will not be held responsible for any accidents or injuries to any participating players, coaches, or spectators, before, during or after a game.
- Any team caught with ineligible players will forfeit all points and the ineligible player and the Head Coach will be suspended for the remainder of the tournament.
- All teams must have one Captain and may have up to 3 Alternate Captains.
- Only the Captain or Alternate Captain may ask for an interpretation of an on-ice ruling. They must be on the ice. If further explanation is needed the Coach may ask for further clarification.
- If a goaltender is injured during game play, no warm-up is given to a second goalie. If a second goalie is not available, a sixth skater will be used. This player will have no goaltender privileges.
- It is at the discretion of the referee if play will be blown dead when the goalie is struck in the mask with the puck.
- All decisions of the RCAT Officials are final with an explanation of their ruling.
- Any fighting major, match or gross misconduct penalty will carry an automatic ejection and suspension from the remainder of the tournament.
- Any bench representative receiving a misconduct penalty will be ejected and a mandatory one game suspension given. Tournament officials will review all misconduct penalties for further disciplinary action.
- Game misconduct penalties will carry an automatic ejection and a one game suspension.
- **Equal Opportunity is expected to be followed for all games;** however, some leeway in certain game situations will be tolerated in the spirit of making a more authentic and exciting tournament experience.



For example:

In the last few minutes of a close game, both teams may put their best players on the ice to defend the lead or try to tie it up.

Goalies can be pulled at anytime in the 3rd period and be replaced by any player the coach chooses. Any coach found to have not followed Equal Opportunity by the Tournament Committee will face disciplinary action.

Game Times

- Each team must be prepared to start each game ten minutes prior to their scheduled start (A delay of game penalty will be called)
- **U7 and U9**: Round Robin Periods and Championship Periods will be 12 minutes run time with 3-minute buzzers for line changes.
- **U11 and up**: Round Robin Periods will be as follows: 1st and 2nd periods: 10-minute stop time, 3rd period: 12-minute stop time.
- **U11 and up: All Championship Game Periods will be ten-minute stop time.**
- All round robin games will have a 50-minute curfew starting from the time the Zamboni leaves the ice.
- A two-minute warm up will be given at which time the buzzer will sound. Handshakes in all divisions will be done prior to game.
- **U11 and up**: If during the third period a goal differential is equal to five or more, run time will occur at the next whistle. Penalties will remain the same and time will not be converted back to stop time.
- A tie in round robin games will be considered a tie. No overtime in these games.

Tie Breaker Rules

1. Points.
2. Most wins.
3. Winner of head-to-head.
4. When three teams are tied if team A has defeated both teams B and C, team A will be given the higher seed and tie breaker rules begin again.
5. Fewest Goals Against.
6. Fewest Penalty Minutes.
7. Most shut outs.
8. Most goals for.
9. Coin toss.

Finals and Overtime Rules

No Overtime or Shootout will occur for Friendship Games



All Championship Game Periods in U11 and up will be ten (10) minute stop time.

Each team will be allowed one 30 second timeout in Championship Games.

Championship Games for the top 4 teams in U9 and up will not be curfewed. All other Sunday games will be curfewed.

1st Overtime:

- Four on four play for four minutes stop time.

2nd Overtime:

- Three (3) shooter (different players) alternate shot shoot-out.
- If tied after initial shooters, a sudden death shoot-out will occur using all players from the bench except the goalie. All players must shoot before any player can be shoot a second time.