



THE STEFAN ELLIOTT INVITATIONAL ROAD HOCKEY TOURNAMENT

GENERAL RULES

1. Each team will play a minimum of 4 games between July 27th and 28th. Games will run from 8:30am until 4:30pm on Saturday and Sunday.
2. The Stefan Elliott Invitational tournament will be run like its grass roots beginning, with no red or blue lines and no off sides or icing.
3. The Stefan Elliott Invitational is designated as a 4 on 4 Tournament (3 out players plus one goalie on the rink at all times). A team may choose to use 4 out players instead of a goalie during anytime of the game. Players can substitute anytime while the play is on-going from their designated area only.
4. Teams consist of minimum 4 and maximum 10 players on its roster. Roster changes may be acceptable prior to the team's first game only, on discretion of Tournament Director.
5. All players on a YOUTH team must be within three years of age of all players. ADULT teams can have an age range from 18-70 on their teams.
6. Based on information each team provided during registration (honour system), teams will be placed in the applicable division.
7. Teams can start /finish the game with only 3 players, however, if after 10 minutes from the start of the game, the team that does not have the correct number of players, the game will automatically be forfeit.
8. When a goaltender covers the ball, the possession is given to the defending team behind the net and they have 5 seconds to put the ball into play. The other team must give the team (with the ball) 3 meters / 10 feet to advance the ball within a 5 seconds timeframe. Goaltenders are not allowed to cover the ball behind their own net, doing so will result in a penalty.

WHEN BALL LEAVES THE PLAYING SURFACE

1. The ball is out of bounds if the ball exits the playing surface into one of the player's benches, adjacent rinks, or viewing area; the team that did not force the ball out (discretion of referee) receives the play where it left the playing surface. The team has 5 seconds to put into play, the other team must give the team (with the ball) 3 meters / 10 feet to advance the ball within a 5 seconds timeframe.
2. If the ball goes out of bounds (over the back fencing) from the Offensive Team, possession is given to the defending team behind their net and they have 5 seconds to put into play. The other team must give the team (with the ball) 3 meters / 10 feet to advance the ball within a 5 seconds timeframe.
3. If the ball goes out of bounds (over the back fencing) from the Defensive Team possession is given to the offence team behind their net and have 5 seconds to put into play. The other team

must give the team (with the ball) 3 meters / 10 feet to advance the ball within a 5 seconds timeframe.

4. After a goal is scored, there is no face off; the team that scored the goal must return to their defensive side (over the center line) until the ball crosses the line, or unless the team with the ball does not advance over the center line within 10 seconds.

Note: during the remaining 3 minutes of play, the team that just scored must still return to its defense side, however, after doing so may then advance immediately on the offensive team, (this is to avoid stalling and to intensify the final minutes of the game).

TIME

1. Teams will receive a 2-minute warm-up before each game.
2. Games consist of two 15 minute (run time) halves. Teams receive a one minute break between halves).
3. Each team will receive one, 30 second time-out per game.
4. Games are played until time is up (30 minutes) or until one team wins by the mercy rule (leading by 10 goals in the second half).

PENALTIES

1. All penalties will be the result of a penalty shot, and are taken with the ball being placed at center ice according to breakaway type format. A major penalty will be immediately removed from that game and/or tournament.
Ejection from the tournament will be the discretion of Tournament Officials. (see chart below minor/major penalties)
2. Stalling Penalty called at the discretion of the official.
3. Any player that gets penalized for three minor penalties during one game will be ejected from that game and the team will be forced to play the remainder of the game short-handed (i.e. 3-on-4). The player in question may be subject to more serious punishment (i.e. ejection from tournament).
Note: the complete team may be asked to leave the tournament based on the actions of one team member.
4. Slap shots are NOT allowed during any games; a penalty shot will be assessed. A Slap shot is defined as any shot that involves a wind up that begins above the shooter's waist.
5. Any team member can take the penalty shot.

Penalties (organized alphabetically within each of the 3 categories) punished more severely according to the discretion of the referee and/or tournament supervisor.

PHYSICAL		
1. Boarding	Minor	Player uses any method to send an opponent forcefully into fencing.
	Major	Vicious/Intent or the player receiving the hit becomes injured.
2. Body Checking	Minor	Player uses his body to forcefully hit another player.
	Major	Vicious/Intent.
3. Charging	Major	Player takes more than two steps to deliver a body check.
4. Elbowing	Major	Player uses his elbow to hit an opponent.

PHYSICAL		
5. Fighting	Major	Player throws a gloved, or ungloved (one punch)
	5.1. Major	Player is involved in a second fight (suspended the remainder of the tournament).
	5.2. Major	Player leaves the bench during altercation or is the third player involved.
	5.3. Minor	Player is deemed to be the instigator of a fight (served by teammate).
6. Holding	Minor	Player grabs and holds onto an opponent or his stick.
8. Interference	Minor	Player impedes the progress of an opponent who doesn't have the ball.
	8.1. Minor	Player impedes a goalie's ability to make a save.
9. Kneeing	Minor	Player uses his knee to hit an opponent.
	Major	Vicious/Intent or the player receiving the hit becomes injured.
10. Roughing	Minor	Player uses excessive pushing, shoving or body contact etc.
	Major	Vicious/Intent.
11. Slew Foot	Minor	Player uses his foot or leg to cause an opponent to fall.
TECHNICAL		
12. Abuse of the Official	Minor	Player verbally abuses an official or breaks/throws a stick etc.
	Major	Player physically abuses, or attempts to intimidate an official in any way.
13. Delay of Game	Minor	Player purposely delays the game in any way.
	13.1. Minor	Ball shot over the fence or boards in defensive end (1 warning) (2 warnings)
	13.2. Minor	Ball intentionally shot into either team's bench when penalty killing (1 warning).
	13.3. Minor	Covering the ball with a hand or foot for more than 2 second.
	13.4. Minor	Goalie covers the ball behind the goal line while not contacting the crease.
	13.5. Minor	Goalie fails to play the ball after being instructed to do so by the referee.
14. Improper Equipment	Minor	Player fails to wear proper equipment. Player cannot play until resolved. (Younger Div. Helmet with cage)
15. Penalty Shot	–	Player breaks any rule to prevent a scoring chance on a breakaway.
	–	Player covers the ball in the crease with a hand for more than 2 seconds.
16. Too Many Men	Minor	Team has more players than are permitted involved in the play.
17. Unsportsmanlike	Minor	Fan, Player, or Team acts in an unsportsmanlike manor.
STICK		
18. Butt Ending	Major	Player jabs an opponent with the top (butt end) of his stick.
19. Cross Checking	Minor	Player uses two hands to hit an opponent with the shaft of his stick.
	Major	Vicious/Intent.
20. High Sticking	Minor	Player hits an opponent, or the ball, with his stick above crossbar height.
	Major	Vicious/Intent.

PHYSICAL		
21. Hooking	Minor	Player uses his stick to hook an opponent or his stick.
22. Playing – Broken Stick	Minor	Player continues to play with a broken stick.
23. Slashing	Minor	Player uses his stick to hit an opponent or his stick below crossbar height.
	Major	Vicious/Intent.
24. Spearing	Major	Player jabs an opponent with the bottom (blade end) of his stick.
25. Tripping	Minor	Player uses his stick to cause an opponent to fall.

SHOOT OUTS

1. If there is a tie at the end of the game, the teams will go into a 3-man shootout. Each team will choose 3 players, and be given one breakaway on the opposing goaltender. The team with the most goals at the end of the shootout will be declared the winner. If the score remains tied, the format will move to sudden death with the same three shooters in the same order, until a winner is declared.

EQUIPMENT

1. All players must bring their own equipment.
2. Any type of stick can be used, however, if the stick is deemed dangerous (i.e. chipped, sharp, etc.) the referee can at any time ask for the stick to be removed for the safety of all.
3. Goalie pads cannot be wider than 13". A team captain can request during any time for a Pad measurement. If pads are illegal, the pads are removed from the tournament, and a penalty shot is assessed. If the pads are legal, a penalty shot is assessed against the team who requested measurement, (for delay of game).
4. All players (aged 15 and under) must have full face protection (helmet with cage / full shield).
5. We strongly recommend that each player bring their own gloves, eye protection, helmet, jock, mouth guard and shin guards; however, is not mandatory.

MISCELLANEOUS

1. All players that have sustained an injury with the appearance of blood must leave the game immediately. Once treated, and there is no chance of contacting other players, the player may re-enter the game on the discretion of the official.
2. It is each team's responsibility to check the master scoreboard for all updates of games, times, rinks and important information.
3. Games may be shortened due to inclement weather or safety to players.

REGISTRATION

- One person must register an entire team.
- The price per teams is \$300, \$350, or \$400 depending on date of registration and a portion of all registrations will be donated to HEROS.
- Sign up at nsw.gametime.net. You can find this link on www.nswc.ca.
- You must answer all registration questions to ensure you are placed in the correct division.