

# ADULT HOCKEY CLASSIC RULES 2026

## DIVISIONS

- Divisions:
  - Men's B has three teams.
  - Men's C has twelve teams.
  - Men's 40+ has eight teams.
  - D Division has nine teams.
  - Women's B has five teams.
  - Women's C has four teams.
  - Women's D has six teams.
  - The Queens has three teams.
- Slapshot rule: No slapshot for levels Men's 40+, D Division, Women C, Women D. A slapshot will occur when the stick is raised above the knee. The official will stop the play if there is a slapshot and the face-off will take place in the offending player's end zone.

## TEAM ROSTERS

- Teams must provide a final official game roster prior to the start of the FIRST game that will match the ROSTER on the first Game Sheet.
- The roster must include a unique jersey number for each player.
- Teams may not add players to the roster after the tournament has started. Teams adding players may lose the game where an ineligible player was dressed. The exception to this rule is that injured, sick, or unavailable goalies may be replaced with the assistance/approval of tournament organizers.
- A player can only play for one team during this tournament weekend, except team with 2 rostered goalies. Failure to do so will disqualify said player.
- Every team must dress a minimum of 8 players and 1 goaltender. A five minute delay will be permitted to dress a second goaltender in the event the regular goaltender is injured and the team has no dressed goaltender on the bench.
- Players participating in this tournament must be at least 19 years old at the date of the tournament.

## EQUIPMENT Regulations

- All players must wear proper equipment at all times during games.
- All players are encouraged to wear CSA/US approved face protection. Full CSA approved head and facial protection is strongly recommended for every player for insurance purposes. We are not responsible if you do not wear a full or half-visor or improper equipment!
- Goaltenders must wear proper equipment, and it is recommended that all goalkeepers wear a throat protector.

**RELM SPORTS is not responsible for improper equipment.**

## GENERAL RULES

CARHA Rules will apply with the following exceptions

- Each team will play a minimum of three games.
- Pre-game warm-ups will be two minutes continuous time.
- Should an “act of god” happen (power failure, major injury, etc.) after ½ hour delay the game will be called and the score will be recorded as is no matter how long the game was running at the time of the incident
- Each team should be present at the arena 30 minutes before the scheduled game time & ready to play 15 minutes PRIOR to their scheduled start times without any advanced warning. The team’s manager/coach/responsible must check-in with the tournament office/staff before each game.
- A team that does not present itself to a game may be subject to a disciplinary committee and expulsion from the tournament. A defaulted game will be recorded as 3-0 for the winning team and 0-5 result to the losing team.
- Hockey Canada’s faceoff rule will apply for the first faceoff after a penalty
- Icings will be called from the defensive blue-line (not the red line)
- Games will be running time if a difference of five goals or more exists at any time after the 10-minute mark of the 2nd period. The time will resume stop-time should the differential be reduced to 3 goals.
- The ice will be resurfaced after every game unless approved by the Tournament Director
- All major penalties and game misconducts will be reviewed by the Tournament Director and additional discipline may result
- Anyone involved in Fighting ON or OFF the ice on premises will be ejected from the tournament.
- There will be no discussion on players or ejection from games and/or tournament.  
**\*\*\*\*\*No reimbursement from tournament expulsion\*\*\*\*\***
- No PENALTY or CALL by the official is permitted to be ARGUED by anyone. Only the Captain or his (her) Assistants can discuss a controversial call in a CALM manner when there is a stoppage in the game. If a player is asked to leave the ice, he/she must do so immediately without negative comments or there will be further disciplinary action.
- For players to be eligible for Playoffs, players must play in the following:
  - For 3-game round robins, players must play in at least one (1) round robin game.
  - For 4-game round robins, players must play in at least two (2) round robin games.

## GAME FORMAT PRELIMINARY ROUND

- All games will consist of 2 x 16 minute stopped time periods
- Timeouts are not allowed in the preliminary round
- Games may end in a tie and overtime will not be played

## PLAYOFF Rules

- All games will consist of 2 x 16 minute stopped time periods
- One 30-second timeout per team per game will be permitted only in playoffs
- If there is a tie game at the end of regulation time during the **tournament playoffs**, the following overtime rules will apply: a) 1 x 3 min stopped time period played 3v3 + Goaltender; and b) Shootout if necessary: Three penalty shots to each team. Should tie persist, one penalty shot each until there is a winner. You have to use a different player for

each shot until all players have been used. Shooters of both teams will shoot at the same time from the Center Line.

- Penalties are carried into OVERTIME. In PLAYOFF OVERTIME, penalized teams will never play fewer than 3 skaters and the team on the powerplay will add an additional player (i.e. 4 on the ice) until the penalized player of the opposite team returns to the ice AT the next stoppage at WHICH TIME both teams will RETURN to the 3-ON-3 format.

#### PROPER CONDUCT at all times on TOURNAMENT'S PREMISES

- Any individual deemed to be under the influence of alcohol by the tournament director and/or the acting official will not be permitted to play in any hockey game and may be ejected from the arena. No DRINKING AT ANY TIME IN THE COMPLEX. No exceptions!
- Any incident, in which a player/coach engages in fights off the ice, or threatens an official, tournament staff or rink employee at any time will be reviewed by the tournament director and may result with immediate expulsion from the tournament.
- All suspensions are at the discretion of the tournament director and any team playing with a player that has a suspension or expulsion will forfeit all games from the point of the original suspension/expulsion. No-reimbursement from tournament expulsion.

#### STANDINGS RULES & RANKING

1. The point system for teams ranking in the standings will be as follow: 2 points for a WIN, 1 point for a TIE, & 0 point for a LOSS.
2. No matter what the score ends up, a team cannot get credited more than a 5 goals difference.
3. Teams ranking in the standings will be sorted by Total Points
4. In the event of a tie between 2 or more teams, for a playoff seed after applying ranking criteria in **Rule 3** the following criteria will apply through 1 to 9 listed below until 1 team and only 1 team is identified ahead of all other teams tied. That team has the next position in the standings while we repeat the whole process from step 1 with the remaining teams to determine the team's ranking in the standings:
  - 4.1 Head-to-Head (head-to-head only used first if all teams tied have played each other)
  - 4.2 Highest BR ( $GF \div (GF+GA)$ )
  - 4.3 Most games won
  - 4.4 Least Goals Against (GA)
  - 4.5 Most Goals For (GF)
  - 4.6 Fastest goal between the teams concerned.
  - 4.7 Flip of a coin

#### PROTESTS.

No Protests allowed in this tournament. At all times, the Tournament Director reserves itself the final word on the interpretation of the rules.