



Spring Classic

Hustler Spring Classic Tournament Rules

Registration and Eligibility

1. Prior to the start of the tournament, participating teams must forward the team's tournament roster to the Tournament Chairman. Any changes to the roster after the schedule is drawn must be cleared with the Tournament Chairman.
2. Teams must register with the Tournament Chairman prior to playing their first tournament game.
3. All players participating must be the designated tournament age ([50](#)+ for Men's) or turn the designated age by the end of the same calendar year or are approved by the tournament committee. At the request of the Tournament Committee, participants must show proof of age. Goalies can be 45+.
4. A team who is found to have used an ineligible player in a tournament game(s) shall have the game(s) defaulted. The Tournament Official may take further action against the offending team depending on the severity of the infraction.
5. All team reps shall fill out the attached waiver.

Constant Verbal Disputes and Chronic Complaining

1. One warning shall be given for verbal disputes. For players, referees may give one warning then they are required to give a minor penalty for unsportsmanlike conduct. It shall be assessed whenever a player:
 - Openly disputes or argues about any decision by an official (On-ice or tournament supervisor)
 - Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any particular person.
 - Visually demonstrates any sign of dissatisfaction with any decision by an official. examples: slamming gates, throwing sticks, punch (gloved or not) of glass or bench.



Spring Classic

Verbal Abuse

1. Any Player who engages in verbal or non-verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation, language) shall be assessed a Gross Misconduct and automatic suspension which will be reviewed by tournament official

Game Format

Round Robin

1. Three-minute warmup. Two periods of 20 min stop time. 45 seconds between periods. 3 person shoot out after each game for tie breaker purposes.
2. In the event the permitted time is less than the period length, the remainder of permitted time will serve as the Second period as indicated by the arena wall clock.
3. In the event of a tie, there will be a 3 person per team shoot out. In the event of a tie after the first 3 shooters, there will be a 1 for 1 shoot out until a winner is determined. A player may not shoot twice unless all players, excluding the goalie, has shot once.



Spring Classic

Scoring & Tie Breakers

1. A team will be awarded 2 points for winning a game, 1 point for a tie and 0 points for a loss for all round robin tournament games.
2. Ties after completion of round robin play will be broken in the following order:
 - Wins
 - Loses
 - Shootout goals
 - Least penalized team
 - Decision by Tournament Official.

Goalie Safety

1. If a puck hits the goalie mask the play the ref will decide if there is potential for injury and if so will blow the play dead. If the puck hits the goalie mask and goes DIRECTLY into the net, the goal will stand.
2. Blue Paint Rule: Players may go directly through the blue paint in pursuit without touching the goalie. Any players standing in the crease will have the play blown dead and the face-off will come outside the offensive zone.
3. Crashing the net is not tolerated. If a player is faced with the choice of crashing the goalie to pursue the puck or score a goal or avoiding contact, the player **MUST** avoid contact. If contact is made, the player will be assessed a penalty and the goal will be called back.

Playing Rules

1. In all tournament games, teams must dress a minimum playing roster of 7 players (six skaters and a goaltender).
Note: Special circumstances with regards to this rule may be reviewed by the Tournament Committee and their decision shall be final.



Spring Classic

2. To be eligible for the play-off games the player's name must appear on the team roster and they must have participated in TWO of his/her team's round robin games.
3. Any tournament game(s) that results in a default, the final score will be recorded as a 2 – 0 victory for the non-defaulting team. Also, should a score differential be more than 7 goals, the players stats will not count towards the game and the team's victory will be recorded by no more than a 7-goal margin.
4. It is the responsibility of the teams and the players to understand the Playing Rules as they apply to suspensions. A team may forfeit their next game(s) if they play a player who has received a penalty resulting in a suspension.
5. Teams are requested to be ready to start their tournament games **10 minutes** designated times. Games, if agreed upon by both teams and officials, could start up to **10 minutes earlier** than scheduled time.
6. While on the ice, all players must wear a CSA approved helmet with the chin strap properly fastened under the chin.
7. Goalkeepers in Adult Recreational Hockey shall be required to wear a CSA approved hockey helmet to which a facial protector has been securely attached and not altered in any way. It is recommended that all goalkeepers wear a throat protector. Note: Cat-eye goalie cages are permissible but are under the own risk of goalies. No insurance claims on facial or dental will be accepted if the goalie is wearing a cat eye cage.
8. All games will consist of 3 periods, 2 of them running time in duration, the 3rd stop time, with time permitting.
9. Penalties assessed during running time will be 3 minutes for a Minor penalty, 7 minutes for a Major/Match penalty and 12 minutes for Misconduct penalties.
10. Teams are not permitted to take timeouts and if, in the opinion of the Referee, a team is deliberately delaying the game in any manner that team will be assessed a Bench Minor penalty.
11. "No Touch" icing; meaning the play is called dead once the puck crosses the goal line.
12. The Tag-up offside is in use in this tournament.
13. Playing the puck off the netting behind the net is legal. Referees will blow it down only if it results in unfair advantage to the attacking team.
14. No Boarding/Hitting/Body Checking.
15. Any player who is assessed **THREE PENALTIES** in one game shall be ruled off the ice for the remainder of the game (Game Ejection). It shall be necessary to place a substitute on the penalty bench immediately to serve the



Spring Classic

third penalty. That player will also be automatically suspended for the next game.

16. No slapshots as per old timers' rules. Any stick raising above the knee to shoot the puck is not allowed. The referee will be able to give one warning per team per game with the next instance resulting in a minor penalty.

Penalties and Infractions

1. A player, including a goalkeeper, assessed a Major penalty shall be ruled off the ice for the remainder of the game (Major penalty plus Game Misconduct). The penalized team shall place a substitute player on the Penalty Bench to serve seven minutes actual playing time, during which time no on ice substitutions shall be permitted.

| Penalty | Running Time |
|--------------------|--------------|
| Minor Penalty | 2 min |
| Double Minor | 4 min |
| Major Penalty | 5 min |
| Misconduct Penalty | 10 min |
| Match Penalty | 5 min |

Penalty Types

1. A Game Misconduct penalty assessed under- Abuse of Officials, Unsportsmanlike Conduct/Misconduct, does not incur automatic suspension, unless it occurs in the last 10 minutes of the game (regular playing time including overtime), in which case the penalized player shall be suspended for a minimum of the next tournament game. A total of 12 minutes shall be charged in the records against the penalized player for a Game Misconduct penalty.
2. **Fighting** A Match penalty shall be assessed to any player who is identified by the referee as the instigator or aggressor in a fight. The opposing player may then be assessed a Match penalty if he fights back or continues the altercation, a Minor penalty for roughing, or no penalty at all, depending on



Spring Classic

the circumstances. (Note 1): If two players throw the first punch simultaneously, then both players will receive Match penalties. Fighting will also result in automatic ejection from the game AND the rest of the tournament.

3. **Boarding and Body Contact**

- A Minor or Major penalty, at the discretion of the Referee, based upon the intent and the violence of the impact with the opposing player, shall be assessed to any player who intentionally bodies, pushes, shoves, stands in front of an opponent for the purpose of making contact, and/or does not avert body contact with an opponent.
- When injury results from intentional body contact a Major penalty shall be assessed. In the event that a player, by committing an infraction of the rules, causes an opponent to collide with the boards, the Minor penalty normally assessed under the rules will be waived and a Double Minor penalty shall be assessed. The Major and/or Match penalty applicable to the rule, will be assessed in the normal manner.
- Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.

4. **High Sticking**

- A Minor penalty shall be assessed to any player who checks an opponent or intimidates an opponent while carrying their stick above the waist height of their opponent.
- A player who accidentally, at the discretion of the referee, makes contact with an opponent above the normal height of the shoulders with a high stick shall be assessed a minor penalty. A player who intentionally makes contact with an opponent with a high stick shall be assessed a major penalty whether or not injury results. (Note): A player who is assessed a Major penalty for intentionally contacting an opponent with a High Stick shall also incur a Game Misconduct. The Game Misconduct penalty shall not apply to players assessed with a Major penalty for an accidental High Stick, except when injury results, then the Game Misconduct penalty shall be assessed.
- A Match penalty shall be assessed to any player who deliberately attempts to injure or deliberately injures an opponent with a high stick.

5. Players and/or Team Officials who, by virtue of penalty(ies) assessed, are suspended for the balance



Spring Classic

of a game and any further game(s) and will not be permitted in the playing area. Failure to comply with this rule may lead to further action taken against the team and person(s) affiliated with the team, including assessing Delay of Game penalties.

Rules may be changed by the Tournament Committee and are subject to review prior to the tournament.

Hustler Spring Classic Tournament registered players acknowledge that there is a risk of being injured when playing the game of hockey.

Tournament Contacts:

> all emails are to be sent to: tournaments@hustlershockey.ca

Tournament Chairman: James Halliday — 778.977.3640

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