



2022 NMTF Bannock Slap Street Hockey Tournament and Skills Competition



RULES AND REGULATIONS (subject to changes)

Purpose

To provide a fun and safe recreational activity for all ages and skill levels.
Play with old friends and make some new ones.
Demonstrate the “Trappers Spirit” and have some fun!

Rules and Regulations

- Teams will require a minimum of 4 players – 3 forward players and 1 goalie.
- *Street Hockey Balls/sponge pucks/tennis balls may be used.*
- All U13 and U15 players must wear hockey helmets with full face shields.
- Senior division recommend to wear safety glasses.
- Recommend elbow pads, jocks/jills.
- Goalie permitted to wear goalie equipment if they chose.
- Goalies will not be able to venture more than 3 feet from the net to join the play at any time.

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- After a goal, all opposing players must clear to mid playing area before resuming game - once all players clear offensive zone to mid playing area or puck carrier crosses mid rink, game on.
 - Goalies must keep the play moving. Opposing player have to provide space to move the ball. Delay of games penalties may be issued for unnecessary delays.
 - **No body checking is permitted.** If penalized for body checking, possible ejection from game. More than one reported incident during game, player will be ejected, and actions reviewed by event chair or their delegate to determine if further action is required.
 - All ice hockey rules apply for penalties.
 - **Any fighting will result in an immediate suspension** for the remainder of the tournament. If issues continue with player or team, team may be asked to leave tournament.
 - **No alcohol allowed.**
 - No protests will be permitted regarding rules interpretations or judgment calls made by referees. All Referee decisions are final.

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- Games will be 2 periods with a 1 minute break at the end of the period. Duration of game is 2 x 10 minute running time periods. Teams will switch ends at the end of the period.
 - All games must start on time. If a team is not ready, game clock will start at the end of the 1 minute warm up. The team will be penalized 1 goal for every 1 minute team is not ready. If team defaults, game will be scored as a loss with a score of 1-0.



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- There will be no “mercy rule”.
- Penalty shots races for penalties to be awarded immediately. All players chase from mid rink starting from one knee, 1 stick length behind. Everyone starts on the whistle. Game continues of save is made..
- No time outs will be granted.

Points will be awarded in the Round Robin as follows:

Win - 2 Points

Tie - 1 Point

Loss - 0 Points

In the case of a tie in a Pool at the conclusion of the Round Robin, the Pool standings will be determined as follows:

1. The winner of the game between the two tied teams, or
2. If that game ended in a tie, the team with the better Round Robin record of goals for and against (goals for minus goals against, divided by goals for plus goals against - highest fraction wins)
3. Or if again there is a tie; the team that scores the first goal in the game between the two tied teams

In the event of a tie for first place between three (or more) teams, Pool standings will be determined by:

1. the best Round Robin records of goals for and against as per (2) above, and
2. If a tie still exists, then the provisions of sections (1) and (3) above, in that order, will be applied.

In the event of a tie in the final play off games the following format will be used:

- a. Five minutes sudden victory play.
- b. Shootout will be a three man format and repeated till a winner is determined.

The Event Chairperson reserves the right to alter and enforce any rule deemed necessary to operate the tournament in a timely and effective manner. All teams will be advised to adjustments if necessary.

All disputes will be dealt with by event chairperson. All decisions are final.