2027 RULES for the 44th CPKC CHARITY HOCKEY TOURNAMENT

Tournament Disclaimer:

All tournament committee members and our volunteers are not responsible for any
injury, damage or loss of any kind suffered by any participant throughout the duration of
the tournament.

You and/or your team members are free to purchase your own team or individual personal insurance and must be arranged on your own.

Rules of play in the tournament:

1) Players in all divisions must be a current CPKC employee. Exceptions will be (CP/CPKC) pensioners, (CP/CPKC) ex-employees, goaltenders, or immediate family (numbers within reason) women's div or employees of any tournament sponsors.

2) All women's division players must be 16 years of age or older as of the time of the tournament.
   All players in the open division or open rec division must be 18 or older as of the time of the tournament.
   All players in the division of 35 and older must be 35 or older as of the time of the tournament.
   All players in the division of 45 and older must be 45 or older as of the time of the tournament.
   All players in the division of 60 and older must be 60 or older as of the time of the tournament.

   The tournament committee will consider age exceptions in advance of the tournament.
   Picture ID or CPKC ID may be requested at any time during the tournament by any of the committee members.

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3) Playing with unregistered players.
   If a player is not registered to play on a team and plays, that player will be ejected from that game and the remainder of the tournament.
   Teams caught playing with unregistered players will forfeit that game plus any goals scored during that game will not count towards a tie breaker.

4) Any team making it to either the consolation or championship final games are not allowed to pick up any players from other teams. Unless agreed upon by both teams playing.

5) The tournament committee rulings and decisions are final.
6) Half or Full visors or a cage are mandatory for all players. No exceptions will be made. All helmets must be CSA approved. No tape or string is permitted to be used as a chin strap. Visors must be worn correctly and sit properly over the eyes.

7) Neck guards are not required but are highly recommended.

8) A maximum of 3 goals per player/per game.

9) Round-robin games will consist of three 12-minute stop periods. Each game will start with a 3-minute warm-up if time allows prior to the start of each game. There will be a two minute break in between periods.
   If there is a 3 goal difference within the last three minutes of the 3rd period, the game will resort to running time.
   If the goal difference is 2 or less within the last three minutes of the 3rd period, it's stop time.
   Any shot considered a slap shot where the stick is above the knee, the resulting face-off will always occur in the defending zone of the team committing the infraction.

10) Consolation or championship games will consist of three 12-minute stop periods. Each game will start with a 3-minute warm-up if time allows prior to the start of each game. There will be a two minute break in between periods.

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Any shot considered a slap shot where the stick is above the knee, the resulting face-off will always occur in the defending zone of the team committing the infraction.
Any penalties issued in the 3rd period prior to end of regulation of any consolation or championship games will carry over into overtime.
If there is a 3 goal difference within the last three minutes of the 3rd period, the game will resort to running time.
If the score difference is 2 or less within the last three minutes of the 3rd period, it's stop time.
If the score is tied at the end of regulation time, please refer to overtime rules #13 below.

11) Penalties will be served as follows:

- Minor: 3 minutes if running time - 2 minutes if it's stop time
- Major: 7 minutes if running time - 5 minutes if it's stop time
- Misconduct: Any player receiving a game misconduct is to leave the ice and cannot return to that game. Another player will need to serve the penalty.
- Any player ejected in a game by any referee will no longer play in the current year's tournament. It's up to the team captain to ensure the player doesn't dress for any remaining games. It is also the team captain's responsibility to inform the committee of the player ejection.
- Fighting will result in immediate expulsion from the tournament, no exceptions. It's up to the team captain to ensure the player doesn't dress for any remaining games. It is also the team captain's responsibility to inform the committee of the player ejection.
- Slap shots are not permitted in any division. If a slap shot results in a player's injury, the player who took the slap shot will be ejected from that game and possibly the tournament.

12) Points and tie-breaking round-robin rules:

- 2 points for a win.

- 1 point for a tie.

a) Winner of the game between the tied teams will be the team who advances first.

b) If teams are tied after a) then the team with the best win record in the overall round robin round advances.

c) If the teams are still tied after a) and b) then the team with the best goals for/against differential advances (each team is capped at a maximum +/-7

d) If the teams are still tied after a), b) and c) then the team with the least penalty minutes advances.

e) If the teams are still tied after a), b), c) and d) then the team that scored the earliest goal in the game against the team they are tied with advances.

f) The coin toss will be used after all of the above tie breaking rules are exhausted.

Note: In the event more than two teams are tied, once the tie breaking rules have been used to advance the first team, the procedure to break the remaining ties will revert back to the beginning of the criteria.

13) Overtime rules – applicable only to consolation games or championship games:

- If tied after 3 periods of play a 5 minute (stop time) overtime session will be played and will be 3 on 3, plus your goalie. The OT session is played in a sudden-death style, so the first team to score wins.
- If still tied after the 5 minutes session each team selects 3 players for a shoot-out. Home team has the choice of shooting first or second.
- If still tied, each team will select any player to shoot in the shoot-out until a winner has been decided.

Maximum of 3 non-CPKC players allowed per team.

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Exempt from this rule are retirees, goalies, ex (CP/CPKC) employees, women's division and employees of tournament sponsors.
If you require more than 3 non-CPKC players you will have to be given permission from the committee prior to the start of the tournament.

Rules if your planning on playing for a second team in the tournament:

If your intention is to play on a 2nd team as well as your own team, you must complete the following requirements:

- You must be on the 2nd team's roster and are required to play in at least one round robin game before the consolation/championship games.
- It is the responsibility of the player or team captain to seek out a committee member to pay the fee.
- $100.00 fee must be paid no later than Wednesday night (preferred at the meet and greet) to one of the committee members.
- You cannot play on a second team in the same division you're registered in.
- Players may only play up a division, you cannot play in a lower division.

Example: A +35 open player can play in the open division, however you may not play in the +35 rec division.