

Spring Challenge Cup 2012

13.4.– 15.4. 2012 Prague, Czech Republic



Official Tournament Rules & Regulations

1. Age Categories

Age Category

1996
1997
1998
1999
2000

Eligible Players

Players born January 1, 1996 and younger
Players born January 1, 1997 and younger
Players born January 1, 1998 and younger
Players born January 1, 1999 and younger
Players born January 1, 2000 and younger

2. Official Rules and Regulations

2.1. Team Rosters and Registration

A) Teams must register their team official rosters at least fourteen (14) days prior to the tournament start date. The official Spring Challenge Cup roster sheet is attached and must be completed in full including team management and e-mailed to the tournament director. Teams can enter as a club team or a select team. Only players registered with the tournament at this time will be eligible to play in the tournament.

B1) On arrival international teams must provide a copy of the e-mailed official Spring Challenge Cup roster and a photocopy of each player's passport or copy of ID with photo (ID card, players card, etc.). Each team must also have their copy of the roster and passport copies at every game. Tournament officials will check the roster and each player must present their copy of their identification.

B2) Czech and Slovakian teams must provide a copy of the e-mailed official Spring Challenge Cup roster and a photocopy of each player's registration card to check the date of birth (or ID card). Each team must have their copy of the roster and registration card copies at every game. Czech and Slovak clubs may have players from different clubs but the players must be registered with the Czech and Slovak Ice Hockey Associations.

C) Team rosters must include two (2) goaltenders and a maximum of twenty-two (22) skaters. This is a total of twenty-four (24) players maximum. No player can be registered on more than one team's roster.

D) Each game a team may dress twenty-four (24) players including two (2) goaltenders from the official roster.

E) Club's entering more than one team in one category or entering teams in various categories can not move players from team to team. You can only have player on one game sheet.

F) Dressing an invalid player will result in a forfeit of the game and an automatic 2-0 loss for the violating team.

G) Teams can have as many underage players as they want on their roster.

H) The tournament reserves the right to grant teams the possibility to add overage players or to place a team in a younger age category to keep the competitive balance in the tournament. In these cases the tournament organizer must notify all participating teams in that team's category of the exact request. Prior to the start of the tournament each team manager will be notified in writing of any overage exemptions in their category.

I) Each team is allowed maximum four (4) overage (by one calendar year) players with maximum three (3) out of four (4) must be skaters.

2.2. Individual Game Registration

A) Teams must submit their game roster to the tournament manager at the arena no less than 40 minutes prior to the start of each game. Please use copies of your official Spring Challenge Cup roster sheet and just indicate which players if any will not dress that day. Each game a team may dress a maximum of 24 players including 2 goaltenders from the official roster. Only players on the official Christmas Challenge Cup roster sheet are eligible to play.

B) At game time a team must have twelve (12) players including at least one goaltender on the bench to play. If there is a game still in progress, then when game is over the players have to be ready immediately. If a team is not ready, the game is called and the opposing team is declared the winner by a score of 2-0.

2.3. Dressing Room Area & Intermissions

A) Teams must report to the arena manager no less than forty (40) minutes prior to the start of each game to receive your dressing room assignment. Please bring a copy of your official roster sheet and copies of identification. (please see **Individual Game Registration A**)

B) Only players, team officials (as listed on team roster) and Tournament Officials will be permitted in team dressing rooms and the dressing room area.

C) Each team must be in their dressing room no less than thirty (30) minutes prior the scheduled game time.

D) After the game and during an ice resurfacing intermission the visiting team must leave the ice first followed by the home team. We ask that coaches and managers be respectful in this regard.

2.4. Helmets, Face Masks, Jerseys

A) Each team must have two (2) sets of jerseys, one light and one dark. The Organizing Committee reserves the right to sanction foreign teams with only one set of jerseys. The Organizing Committee will inform all other teams about colors of jerseys which foreign teams will use during the Tournament. In general home team plays in light color jerseys and visiting team in dark color jerseys but above mentioned rule does not apply in case of games between teams where one of them has only one set of jerseys.

B) Full-face masks (excluding Juniors based on IIHF rules) are mandatory as well as helmets.

C) Players and goalkeepers shall wear a neck and throat protector. A player not wearing a neck protector will be assessed a two (2) minute penalty for illegal equipment unless the neck protector came off by accident during play.

2.5. Mercy Rule

A) If by or at any time during first two periods one team is ahead by a difference of six (6) goals or more, running time will commence and will revert back to stop time when the difference is reduced below six (6) goals differential during the first two periods.

B) If any time during third period one team is ahead five (5) goals running time will commence and will revert back to stop time when difference of goals is less than five (5).

2.6. Game Times

A) Any time during the third period of any game, if the official timekeeper feels that the game cannot be completed within the designated time, he will let the Director of the Organizing Committee (or representative for the specific arena) know. It is the sole responsibility of the Director of the Organizing Committee whether game continues in running or stop time. That decision depends on process of each particular game being played. The coaches will be advised in advance before any change of timekeeping.

3. Categories and Tournament Playing System

With 6 teams in the category

- a) The age category will consist of one (1) Group with six (6) teams.
- b) Format of the division is Round Robin, which makes five (5) games for each team.
- c) Final placement will be determined at the end of Round Robin.

With 8 teams in the category

- a) The age category will consist of two (2) Groups with four (4) teams in each group.
- b) Format of the division is Round Robin in groups, which makes three (3) games for each team.
- c) Placement for "Play Off" will be determined at the end of Round Robin. Teams will be placed first to fourth in each group.

Play Off

Game Nr. 13. A1 – B2	Game Nr. 20. 1. – 2. place	W 13	vs.	W 14
Game Nr. 14. A2 – B1	Game Nr. 19. 3. – 4. place	L 13	vs.	L 14
Game Nr. 15. A3 – B4	Game Nr. 18. 5. – 6. place	W. 15	vs.	W 16
Game Nr. 16. A4 – B3	Game Nr. 17. 7. – 8. place	L 15	vs.	L 16

With 10 teams in the category

- a) The age category will consist of two (2) Groups with five (5) teams in each Group.
- b) Format of the division is Round Robin, which makes four (4) games for each team in the Group.
- c) Placement for "Play Off Games" will be determined at the end of Round Robin. Teams will be placed: first, second, third, fourth and fifth in each group.

Play Off

Game # 25	A1 – B1 for 1st place	Game # 22	A4 – B4 for 7th place
Game # 24	A2 – B2 for 3rd place	Game # 21	A5 – B5 for 9th place
Game # 23	A3 – B3 for 5th place		

3.8. Common Rules for All Categories

A) Ice will be done after each two (2) played periods unless is decided differently by the Arena Supervisor and after the agreement of both teams playing that particular game.

B) Before each game 2 minutes warm up is available for each team, pucks are available only for goaltenders warm up.

C) Teams may exchange gifts during the handshake prior to the start of the game.

D) All Games shall consist of three (3), fifteen (15) minute stop time.

E) Between periods that the ice is not resurfaced a 2-3 minute break will occur with the teams remaining on the benches.

F) The team's final placement in the group is determined by the points achieved during the Round Robin.

G) Round Robin points shall be awarded as follows:

(a) 2 points for a win

(b) 1 point for a tie

- (c) 0 points for a loss
- H)** Ties will not be broken in during the Round Robin.
- I)** Points total ties shall be broken as follows (if more then two teams with same number of points - all criteria are from table only between teams which have same number of points):
 - (a) Winner of round robin head to head game if applicable.
 - (b) Most wins.
 - (c) Highest total of goals for minus goals against.
 - (d) Highest goals scored.
 - (e) Team with the least penalty minutes.
 - (f) Team with the least major penalties and game misconducts.
 - (g) First goal scored in a head to head round robin game.
 - (h) Single coin toss
- J)** Placement games and Playoff games will be decided by a “sudden death” overtime five (5) minute period.
- K)** Overtime will be played (4) four on (4) four. During penalties a team must have a minimum of three (3) players on the ice so a two man advantage will be five (5) on three (3). In this case should one penalty expire then the powerplay would become four (4) on three (3) after the next whistle.
- L)** If the tied Placement game or Playoff game is not settled in the overtime period then a penalty shootout will take place immediately following the overtime.
- M)** Each team will be allowed one thirty (30) second time out during the game.

3.9. Penalty Shootout (Placement Games or Playoff Games)

- A)** In the event that there is still a tie after regular time and overtime in Placement or Playoff games, a penalty shootout will be executed immediately.
- B)** Each team will nominate in written format (player’s name and number) three (3) players and the order in which players will attempt their penalty shots and will hand that nomination to the referee.
- C)** The referee will call the captains of both teams to center ice and will have a coin toss to decide which team will shoot first. Each side of the coin will be given to a team prior to the toss.
- D)** Goalies will stay in the goal closest to their bench. Goalies may be changed after each shot.
- E)** In Phase One of the shootout, the three (3) nominated players from each team shall shoot alternatively until a winner is decided. A winner is decided when one team scores more goals than the other team in the three attempts. This round is not sudden death, meaning that if one (1) player scores and the other misses the game is not over. It is a total over the first three (3) shooters per side that will decide the winner.
- F)** If it is still a tie after Phase One, the shootout will move to Phase Two, with a sudden death format. Each team will nominate one shooter per round until one team scores and the other does not. The team that scores the penalty shot when the other misses will be declared the winner.
- G)** Team that started the shoot out in Phase One will now start second in Phase Two.
- H)** You must use different players than the ones used already. A player cannot shoot a second shot until the entire team roster (excluding goalies) has been used.
- I)** If a team refuses to participate in the penalty shootout, that team is then automatically declared the loser of that game. If a player refuses to take a penalty shot then it is automatically a save for the goaltender.

4. Penalties and Discipline

Rules and regulations, which are NOT mentioned in this Tournament Rules and Regulations, will follow the Rules and Regulations of Czech Ice Hockey Federation and the Rules and Regulations of Ice Hockey. The Tournament Director and the Organizing Committee have the final decision in all controversial situations.

4.1. Penalties and Running Time

- A)** During running time the penalty will start only when the puck is dropped at the next faceoff.
- B)** Minor penalties are served 2minutes.

4.2. Spearing and Butt Ending

- A)** Attempting to spear or butt end an opponent will result in a double minor penalty: two (2) plus two (2).
- B)** Successfully spearing or butt ending an opponent will result in a five (5) minute major penalty plus a game misconduct.

4.3. Checking from Behind

- A)** Checking from behind will result in a five (5) minute major penalty. In severe cases a game misconduct can be added.

4.4. Hits to the Head

- A)** Hits to the head with an elbow (not the shoulder) will result in a five (5) minute major penalty. In severe cases a game misconduct can be added.

4.5. High Sticking, Slashing, Cross-checking

- A)** A high sticking, slashing or cross-checking infraction that in the opinion of the referee was not accidental or part of normal play during the game but was of a severe nature will be assessed a double minor penalty (2+2).
- B)** A severe high sticking, slashing or cross-checking infraction that in the opinion of the referee was not accidental or occurring in regular battles during the game but made with a clear intent to injure will be assessed a five (5) minute major penalty and a game misconduct.

4.6. Kicking

A) Any attempt to kick an opponent will result in a five (5) minute major penalty and a game misconduct.

4.7. Spitting

A) Spitting at an opponent will result in a five (5) minute major penalty and a game misconduct.

4.8. Delay Of Game

A) Players who shoot the puck over the glass while they are in their own zone (inside their blue line) will be assessed a two (2) minute minor for delay of game.

B) If the puck leaves the ice surface into the benches or an area between benches the penalty will not be called.

C) If player shoots the puck over the glass behind the net and hits the net, will be assessed a two (2) minute minor for delay of game.

4.9. Illegal Equipment

A) Players and goalkeepers shall wear a neck and throat protector. A player not wearing a neck protector will be assessed a two (2) minute penalty for illegal equipment unless the neck protector came off by accident during the play.

B) A team may request the measurement of equipment it deems as being illegal. This may be done only during intermissions, including the one (1) prior to overtime.

C) A player caught with illegal equipment is assessed a two (2) minute penalty.

D) If the equipment in question is found to be legal a two (2) minute penalty is assessed to the team that requested the measurement.

E) No stick measurements are allowed.

4.10. Leaving The Bench To Fight

A) If a fight occurs on the ice at any time, no players or officials on the bench shall go on to the ice to join the altercation. The first team that breaks this rule and players from bench go on the ice to get involved in a fight the referee will call the game and the opposing team will be rewarded an automatic win by a 2-0 score.

B) If a team is first to clear the bench to join a fight in the first or second periods the head coach of the violating team will be suspended for one (1) game.

C) If a team is first to clear the bench to join a fight in the third period the coach will be suspended for two (2) games.

4.11. Coincidental Penalties

A) If coincidental penalties are assessed while both teams are playing at full strength both teams will play four (4) on four (4).

B) If coincidental penalties are assessed while both teams are playing four (4) on four (4), both teams will play three (4) on three (4).

C) If coincidental penalties are assessed while one team is on a power play at five (5) on four (4), the penalties are assessed and the teams continue to play at five (5) on four (4).

D) If coincidental penalties are assessed while one team is on any other power play situation (five (5) on three (3) or four (4) on three (3)), the penalties are assessed and the teams continue to play at the same power play situation.

4.12. Player Suspensions

The tournament organizing committee reserves the right to judge the severity of the major penalties before assessing any suspension. The tournament organizing committee may conduct an investigation by speaking to on ice officials, tournament officials, coaches and witnesses before assessing any suspension.

A) Any player who receives a match penalty for deliberate intent to injure in the tournament is subject to a review which can result in a one game suspension or more.

B) Any player who receives a second major (five minute) penalty in the tournament is subject to a review which can result in a one game suspension or more.

C) Any player who receives a third major (five minute) penalty in the tournament is subject to a review which can result in a one game suspension or more.

D) Any player who instigates a fight is subject to a review which can result in a one game suspension.

E) Any player who leaves the bench to join a fight on the ice is subject to a review which can result in a one game suspension or more.

F) Any player who leaves the bench first to join a fight on the ice is subject to a review which can result in a one game suspension or more.

G) A suspended player can be in the arena during their suspended game but can not be near the dressing room or bench areas.

H) The tournament committee reserves the right to suspend a player for the entire remaining games in the tournament at any time for abusing officials, deliberate attempt to injure or consistent rough play that may lead to injury.

4.13. Coaches & Team Officials Suspensions

A) If a manager, coach, trainer or club official is suspended they can not be in the arena during the game of their suspension. If the person is caught in the arena during the suspended game the team will be given a two (2) minute penalty. If the person refuses to leave then the arena after the two (2) minute penalty has been awarded will be played but the game will be awarded to the opponent by a score of 2-0. Being at the arena before or after the game is acceptable.

B) Abuse of tournament officials, volunteers or referees will not be tolerated.

C) Continuous violations can result in expulsion of a coach or official from the tournament.

5. Protests

A) No protests will be accepted.

- B) Respect the referees at all times, should you have a situation you would like to discuss concerning a particular individual, we have appointed a referee in chief who is available to you, he does not have the power to change a referees decision. However, we have advised our refereeing staff to treat coaches with respect and they will expect the same in return. They will not exercise any patience with being sworn, screamed or gestured at.
- C) Please note that a **REFEREE'S DECISION IS FINAL** and may not be protested unless it concerns an interpretation of the rules.

6. Participant Conditions

- A) All participating teams cover their expenses during the Tournament.
- B) As a condition of acceptance to any of the tournaments organized by Challenger Hockey, all teams must stay at one of the Host Tournament Hotels provided by Challenger Hockey.
- C) All teams and players are responsible for their own insurance. Organizing committee and organization is not liable for insurance during the tournament.

7. Awards & Closing Ceremony

- A) On the final day of the tournament after the last finals are played we celebrate the excellence displayed during the tournament with our Spring Challenge Cup Awards and Closing Ceremony at SC Letňany Arena .
- B) All teams placing 1st, 2nd and 3rd in each age category are asked to attend this ceremony. Teams are asked to wear their game jerseys and meet in the front of the arena before the event. All teams and fans are welcome to come, join in the celebration and salute the winners.
- C) Individual awards will be presented to top players in the tournament.
- D) Champions will be awarded their trophies and all teams placing 1st , 2nd and 3rd in each age category will be awarded gold, silver and bronze medals.

8. Organizing Committee

The tournament is organized and hosted by:

Challenger Hockey Ltd.
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Tel:00420-2243 18 745
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Director of the Tournament
Miroslav Vojtíšek

Members of Organizing Committee:
Miroslav Vojtíšek Jr. 603-818127

Organizing Committee/Supervisors of the Tournament at Each Ice Rink Represents:



Miroslav Vojtíšek
Tournament Director