



Heritage Classic Tournament

Rules & Regulations

Introduction

The Capreol Heritage Classic is hosted by CMHA and played under Hockey Canada rules as administered by the OHF and sanctioned by the NOHA. All games are officiated by NOHA-certified officials. The Tournament Committee applies the OHF Minimum Suspension List and serves as the final authority on rule interpretations. Referee decisions are final, and protests are not accepted

Player Eligibility

Participation in the Heritage Classic is limited to players registered with Hockey Canada for the current season. Teams must submit finalized rosters before the tournament begins.

Eligibility Rules:

- Players must appear on the **official HCR (Hockey Canada Registry) roster**.
 - Players may **only play for one team** per division.
 - **Affiliate players** are permitted if included on the team's approved roster.
 - Team staff must verify and sign the **official game sheet** before each match.
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Player Safety & Equipment

The CMHA enforces all Hockey Canada and OHF safety standards to protect participants.

Mandatory Equipment:

- **CSA-approved helmets and full facial protection.**
 - **BNQ-approved neck guards** (mandatory for all players).
 - **Mouthguards** where required by the team's home association.
 - Coaches are responsible for ensuring all players meet equipment compliance before entering the ice surface.
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Discipline & Conduct

The Heritage Classic promotes a **Zero Tolerance Policy** toward abuse, harassment, discrimination, or unsportsmanlike behaviour.

Disciplinary Framework:

- **Fighting:** Immediate suspension for the remainder of the tournament.
- **Intent to Injure:** Subject to OHF Minimum Suspension List and tournament committee review.
- **OHF Minimum Suspension List** applies to all other infractions.
- **Three Stick Infractions Rule:** Players receiving three (3) stick-related penalties in a single game (high-sticking, cross-checking, slashing, butt-ending, spearing) will receive a **game ejection** (Hockey Canada Rule 4.2).

- **Referee decisions are final;** protests will not be accepted.
 - The Tournament Committee may impose additional suspensions for behaviour contrary to fair play.
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Game Operations

All games are played under Hockey Canada standard timing rules, with adaptations approved by NOHA.

Game Format:

- **Warm-up:** 3 minutes (starts once Zamboni doors close).
 - **Periods:** Three (3) stop-time periods (length determined by schedule).
 - **Running Time:** Applied in 3rd period when goal differential reaches **5**; returns to stop time when reduced to **3**.
 - **Timeouts:** One (1) per game, 30 seconds.
 - **Floods:** After each game unless directed otherwise.
 - Teams must be ready **15 minutes before** scheduled start time.
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U9 Division — Full-Ice Format (2025-26)

Playing Surface & Sanctioning: U9 games at this tournament will be **full ice**, in accordance with Hockey Canada rules, OHF playing regulations, and NOHA sanctioning.

Game Model: Standard full-ice gameplay applies. Any pilot-specific exceptions issued by NOHA/OHF will be communicated at coaches' meetings and noted on the game sheet.

Timing: U9 games follow the tournament timing listed above, subject to schedule requirements.

Officiating & Discipline: Games are officiated by NOHA officials; the **OHF Minimum Suspension List** applies.

Jerseys & Team Colours

To avoid confusion, the following uniform rules apply:

- **Home teams** wear **light-coloured** jerseys.
 - **Away teams** wear **dark-coloured** jerseys.
 - If a conflict arises, the **home team** changes jerseys (if possible).
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Scoring System & Standings

Tournament standings are based on round-robin points.

Points System:

- **Win:** 2 points
- **Tie:** 1 point
- **Loss:** 0 points
- **Forfeit:** 7-0 loss

Tie-Break Procedure:

1. Head-to-head result (if applicable).
2. Most wins.

3. Best **goal average** (NOHA formula: $GF \div (GF + GA)$).
4. Fewest goals against.
5. Fewest penalty minutes.
6. Coin toss if still tied.

Championship Game — Rules (Final Only)

Applies only to the Championship (Final) game. All general tournament rules remain in effect unless modified below.

Overtime (Final Only)

- If tied after regulation: **one (1) 5-minute, stop-time, sudden-victory OT, 3-on-3 plus goaltenders. No timeouts, no end change, no flood** between regulation and OT.
- OT penalties: a team may not play with fewer than three skaters; the non-penalized team adds one (creating **4-on-3** or **5-on-3**). After the penalty expires, teams revert to **3-on-3 at the next stoppage**.

Shootout (If Still Tied After OT)

- **Round 1:** Three (3) different shooters per team, alternating attempts (simultaneous ends permitted if directed).
- **Sudden Death:** Alternate one (1) shooter each until a winner is decided.
- No player may shoot again until **all eligible skaters** have shot once; same goaltender remains unless injured.

Finals Qualification (How Teams Reach the Final)

- If teams are tied in standings for a finals berth, apply the following order:
 1. **Head-to-head**, 2) **Most wins**, 3) **Goal average** ($GF \div [GF+GA]$), 4) **Fewest GA**, 5) **Fewest PIM**, 6) **Coin toss** (by Tournament Convenor with both team officials present).

Awards & Post-Game Protocol

- After the final whistle, teams line up on their blue lines for **MVP selections** and the **on-ice awards presentation**; coaches select their own team MVP.

Protests & Authority

- **No protests** will be accepted once the Championship game has begun; **referees' decisions are final**. The Tournament Committee retains authority to interpret rules and address unforeseen situations.

Bench, Dressing Room, and Arena Conduct

All CMHA teams and visiting associations are expected to maintain professionalism and respect for arena property.

Rules of Conduct:

- Teams must vacate dressing rooms within **20 minutes** of game completion.
- Dressing rooms must be left clean for the next team.
- Coaches are responsible for supervising players at all times.
- Players line up post-game for **handshakes** and **MVP selections**.
- Each coach will select one MVP from their own team.

Injuries & Emergencies

- Injured goalies may receive **5 minutes** to dress a replacement if no backup is ready.
- Medical emergencies should be reported to the **Tournament Office** immediately.
- The CMHA and Tournament Committee are not responsible for injuries sustained during play but will ensure proper first aid and reporting procedures are followed.

Administration & Compliance

The Capreol Heritage Classic is managed by the **Tournament Convenor** and **Executive Committee**, as outlined in the CMHA Constitution (Articles 6 & 7).

Administrative Guidelines:

- All decisions are made with reference to OHF/NOHA rules and CMHA policies.
- The Tournament Committee reserves the right to amend rules if necessary to ensure fairness, safety, or schedule integrity.
- All fundraising and financial transactions are conducted under **Article 14** of the CMHA Constitution, ensuring transparent accounting and compliance with City and lottery regulations.

Final Authority

The **Tournament Committee** reserves the right to interpret all rules, resolve disputes, and make final decisions on any matter not explicitly covered in this document. The Committee's decision is final and binding under the authority granted by CMHA and the NOHA sanctioning agreement.

Sign-Off

Approved by the CMHA Board of Directors – October 2025

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