



Stollery Family Day Classic 4 on 4 rules – 2022

All rules shall be consistent with the Hockey Canada Official Rule Book as adopted by Hockey Alberta and Edmonton Minor Hockey with the following exceptions:

1. **Game length** - All games are straight running time – period lengths are two periods of 25 minutes. Warm up will be two minutes for all teams.
2. **Zero Tolerance** - During the course of the game, the referee's decision is final. A zero tolerance approach will be used by the referee towards aggressive and/or abusive coaches, players and spectators. A review of incidents involving inappropriate behavior will be conducted by Tournament Organizers with possible suspensions or expulsion from the tournament. All incidents will be properly documented and written up on official game sheets and forwarded to Hockey Edmonton and appropriate category directors.
3. **Code of Conduct** – Code of Conduct shall be as per Alberta Minor Hockey Play Fair Rules of Conduct
4. **Stoppage of Play** - Stoppage of play will be kept to a minimum. Face offs occur at the beginning of each period at center ice. Face off shall occur after penalties have been assessed.
5. **Line Changes** - Line changes will be done “on the fly” with no whistles or buzzer.
6. **Offside** - When a player(s) is/are offside a whistle will be blown with a change of possession, all players from the attacking team must clear the offensive zone to the neutral zone before re-entering the offensive zone.
7. **Puck out of Play** - When the puck goes out of play, the team not responsible for the stoppage in play will be awarded the puck. A minimum of ten feet of clearance shall be given to resume play. No face off will occur.
8. **Goal** - When a goal is scored, the scoring team is required clear the offensive zone (Red line) until the puck is brought forward to the blue line by the team scored upon. If the scoring team touches the puck prior to it clearing the blue line, a penalty shot will be awarded. A team clearing the puck after being scored upon has only 10 seconds to proceed past the blue line, or delay of game penalty will be called.
9. **Goalie Freezes the Puck** - The goalie has 10 seconds to play the puck. If the goalie maintains possession of the puck for more than 10 seconds a delay of game penalty may be assessed at the discretion of the referee. The attacking team is required to clear the hash marks on the face-off circles until the puck is played forward. If the attacking team

intentionally touches the puck prior to the other team advancing forward, a penalty shot will be awarded.

10. **Icing** – Icing will not be called by the referees.
11. **Body Checking** - There is no **INTENTIONAL** body checking allowed. Body checking will result in a penalty being assessed. This is a non contact event in all divisions.
12. **4 Goal Max** - A four-goal period rule is in effect. No individual player can score more than four goals in each period. Timekeepers will track all players' scores. If a player scores a 5th goal in any period, the goal will not count.
13. **Timeouts** - No timeouts will be awarded during the game.
14. **Pulling the Goalie** - Teams may pull their goalie for an extra skater at any time during play. Goalies cannot cross the blue line except to be substituted for a skater or in the event of a delayed penalty.
15. **Suspensions** - All suspension will be issued at the discretion of the Tournament Organizers for tournament games. Edmonton Minor Hockey or Hockey Alberta may suspend players or coaches for games within the tournament and for games outside of the tournament.
16. **Penalties** - All minor penalties will result in a penalty shot. (All shots will be taken at the conclusion of the game.) All major penalties will be awarded 3 penalty shots and the player will be immediately ejected from the game.
17. **Greater than 3 Penalties** - Any individual receiving more than 6 minutes of penalties (eg. 4 minor penalties, 5 min + 2 min, or 10 minute etc) in one game will receive a game ejection.
18. **Coincidental Penalties** - Coincidental minor penalties will result in a penalty shots for both teams.
19. **Penalty shots** - Penalty shots shall be taken at the end of regulation time with each team alternating turns until all the penalty shots have been completed. In the event that the penalty shots can no longer change the outcome of the game, penalty shots will not be taken unless time permits and both Coaches agree to continue. Team with the most penalty shots will shoot first, if penalty shots amounts are tied the home team shoots first.
20. **Shootout Protocol** - Coaches may choose their players for the penalty shootout. No player may shoot more than once.
21. **Tied game**- In the event of a tied game after regulation and all penalty shots, the winner will be determined by sudden Victory penalty shots. No player may shoot that has already attempted a penalty shot until every player (excluding Goalies) has taken a penalty shot.
22. **Ties in standings for round robin pools** – for any divisions requiring a tie breaker in standings for final placement, the advancing team tie breaker will be determined by which team has raised has the highest amount of money at fundraising closing, which is Sunday night at 9:00pm.
23. **MVP of the game** - After each game coaches from opposite team are to choose a MVP from opponent. Prizes will be given to players at the end of each game.
24. **Jerseys** - Home team wears dark jerseys.