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Denis and Nicole Vielfaure in Memory of Lynne Vielfaure

Le Classique 2017 - Rules

General

Play will be 3-on-3 plus a goalie (4 players in total on the playing surface). This means you can only have a maximum of three substitutes. Line changes can be done “on the fly”.

Equipment

Player Equipment: Le Classique *strongly* recommends all participants wear helmets with face shields, mouth guards, gloves and shin pads to prevent any injuries. Ball hockey in winter is a dangerous sport and accidents can happen. Any standard ice hockey or street hockey stick can be used for play. Spongy shoes, while likely not useful given the playing surface, are permitted. Absolutely no spikes of any kind will be allowed.

Minors: All minors (under 18 years of age) are required to wear a helmet and full face shield or cage.

Goalie Equipment: Goalies are required to wear a full face mask. Leg protectors, a chest protector and a blocker and catcher are highly recommended. Goalies may use standard Goalie sticks if they choose to do so.

Play

Draws are 45 mins in length. Games will be two 18 minutes halves with a one minute break between periods. There will be an 8 minute cool-down/warm-up between every game. Games that finish in a tie will be recorded as a tie (there will be no overtime or shootout in round robin play). Refs will keep time and games will start on time. A Loudspeaker will be announcing last minute of play, half time and end of games. Please make sure you are on time. Teams that are late will be assessed delay of game penalty and will forfeit after being 5 minutes late. There are no offsides, two-line passes or icings. When the goalie covers the ball, the opposing team will give the player in possession of the ball 1.5 meters leeway and 3 seconds to play the ball.

Slapshots and stick control

The stick must always remain below the knees and slapshots will not be permitted. The referees will issue warnings on stick control initially, which will result in loss of possession, but continued violations will result in penalties.

Ball out of play

Any time the ball goes out of play, the referee will indicate which team gets possession (based on last contact with the ball) and the defending team will have to give 1.5 meters leeway and 3 seconds to the player getting possession. It is imperative that someone on the bench from the team that shot the ball out of play goes to collect the ball. There will only be one spare ball per game per rink.

Penalties

Official Tournament Referees will be officiating every game. There will be face-offs between every goal. Minor penalties will be one minute in length; major penalties will be two minutes. After a penalty is called, the team on the power play immediately starts with possession. All stick infractions (High Sticking, Slashing, Spearing, Butt-ending) will be major penalties. Should a player accumulate 4 minutes of penalties in a game, he will be ejected from that game and a teammate will have to serve the penalty. Any players handed a fighting penalty will be ejected from the tournament and asked to leave the premises. The Referee has full discretion over all calls and ejections. The commissioner reserves the right to enforce any penalties and suspensions to any player for any reason they see fit. Abuse of any official or volunteer will absolutely not be tolerated, and teams will be ejected from tournament and asked to leave the premises if abuse happens.

Rough Play

We're cleaning up the tournament and getting rid of dirty and rough play. We want clean hockey and will have a zero tolerance for any shoving, stick work or rough play of any kind. For the first time, we've outsourced the refereeing this year. This means the refs will be third parties that are either licensed by Ball Hockey Manitoba, or have been sanctioned by the Referee in Chief. Refs have been given very strict instructions to call a minor penalty, then a major, then an ejection, and the fourth infraction of the above will result in the team being ejected from the tournament. We kicked out players and teams from the tournament last year and will not hesitate to do so again this year.

Co-Ed Division

Teams in the Co-Ed division must ensure to have a member of each sex on the playing surface at all times. The goalie can be of either sex, but of the three forward players on the playing surface, at all times, there must be one male and one female. If the referee notices that a team is fielding a team of nothing but males or nothing but females, he will immediately whistle a penalty on the team committing the infraction.

Playoffs

Competitive (pools C,D,E and F) and Novice Divisions: (Pools J,K,L and M)

There are 4 pools total in each of Competitive and Novice Divisions, and the top team from each pool will advance to the sudden death one-game elimination semi-finals. The winners will advance to the finals. Playoff games will use the same format and rules as the round robin games except for one important distinction: overtime and shootouts will be used to determine a winner.

Co-Ed Division (Pools A & B) : There are 8 teams in total divided in two pools. The top team from each pool will advance to the Co-Ed Final.

Corporate Division (Pools G & H): There are 9 teams in total divided in two pools. The top team from each pool will advance to the Corporate Final.

Women's Division (Pool N): There are 6 teams all in the same pool. The top two teams from this pool will advance to the Women's Final.

Overtime/Shootout: Should a playoff game be tied after regulation time, a six-minute sudden death overtime will be played. The first two minutes will be 3-on-3, the next two minutes will be 2-on-2, and the last two minutes of overtime will be 1-on-1 (there will be a whistle every two minutes with a player from each side leaving the playing surface). If no goal is scored, teams will proceed to an NHL style shootout (3 players from each side) to determine the winner. If the shootout remains tied after 3 shooters, there will be additional one-shooter sudden death shootouts until a winner is declared. All players on the roster must shoot before players are allowed to shoot again.

Format and Seeding (for all pools except Pool G and Pool N)

The winner of each pool will advance to the playoffs. To determine the winner of each pool, the following formula will be used:

Total Points (2 for a win, 1 for a tie, 0 for a loss)

If two-way tie for total points

1. Result of game between tied teams
2. Least goals against allowed during entire tournament
3. Game with the least amount of goals allowed
4. Game with the second least amount of goals allowed
5. Best plus/minus
6. Coin flip

If three-way tie for total points

1. Most points in games between tied teams
2. Least goals against allowed in games between tied teams
3. Least goals against allowed during entire tournament
4. Game with the least amount of goals allowed
5. Best plus/minus in games between tied teams
6. Best plus/minus in entire tournament
7. 3-way random selection (rock/paper/scissor or odd person out)

In the Competitive division, the winner of Pool C will play the winner of Pool D on the Tetrault Rink in one Semi-Final. The winner of pool F will play the winner of Pool G on the MLT Aikins Rink in the other Semi-Final. The winners will meet in the Final.

In the Novice division, the winner of Pool J will play the winner of Pool K on VBI Vaccines Rink in one Semi-Final. The winner of Pool L will play the winner of Pool M on the Canoe Financial Rink in the other Semi-Final. The winners will meet in the Final.

Format and Seeding for Pool G (5 teams)

1. Winning Percentage
2. Wins
3. Result of game between tied teams
4. Least goals against in games between tied teams

5. Least goals allowed during entire tournament
6. Game with the least amount of goals allowed
7. Game with the second least amount of goals allowed
8. Best plus/minus
9. Coin flip

Format and Seeding for Pool N (6 teams): Two teams will advance from this pool to the Women's Final. In this pool, the Tournament Director will run through the process to find the winner of the pool. He will then start over and repeat the process to find the other finalist.

1. Total Points (2 for a win, 1 for a tie, 0 for a loss)
2. Wins
3. Result of game between tied teams (only if all tied teams have played each other)
4. Least goals against in games between tied teams (only if all tied teams have played each other)
5. Least goals allowed during entire tournament
6. Game with the least amount of goals allowed
7. Game with the second least amount of goals allowed
8. Best plus/minus
9. Coin flip

