

DECEMBER 2023

4th Annual

SANTA'S SHOOTOUT

• **RULES** •



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TOURNAMENT RULES

STRUCTURE OF PLAY

1. All games will be ONE 40-minute running time block. (45-minute ice times)
 - 2 min warm-up
 - 2 x 20 minute periods
 - Teams **DO NOT SWITCH** ends
 - 1 minute break in between periods
 - Game length is the same for all games (Round Robin and Play-offs)
2. All games will be played 3 on 3 for the U11 and U13 divisions
 - Each team may have 3 skaters + 1 goalie on the ice
 - Each team may also play with 4 skaters and no goalie at any point during the game
3. All games will be played 5 on 5 for the U9 division
 - Each team may have 5 skaters + 1 goalie on the ice
 - Each team may also play with 6 skaters and no goalie at any point during the game
3. Face-offs will **ONLY** occur during the following situations:
 - Beginning of the game
 - Start of the 2nd period
 - Puck leaves the ice surface
 - Major Penalty
4. When play is stopped due to the goalie controlling/covering the puck, a whistle will signal the attacking players to vacate the 'zone' (behind the **BLUE LINE**)
 - Once all the attackers have exited the 'zone', the players may attack to resume play immediately
 - Attacking players may **NOT** challenge the opposition until they have all exited the 'zone'. Attacking prematurely will result in a penalty for the offending team (after their first warning)
5. There will be **NO** icing calls
6. Off-sides **WILL** be called
 - If an off-side occurs the offending team will surrender possession of the puck and retreat to the **CENTER RED LINE** before continuing play and/or attacking
7. After any goal, the team, which has scored, must retreat to the '**CENTER RED LINE**' and then can attack the team that was just scored on. **TEAMS THAT HAVE BEEN JUST SCORED ON MUST REGROUP QUICKLY AND BREAKOUT OF THEIR OWN ZONE BEFORE THE OPPOSING TEAM FORE-CHECKS.**
 - If the team that just scored does not have all skaters clear to the '**CENTER RED LINE**' a **MINOR** penalty (after the team's first warning) will be awarded to the team who was just scored on
8. There are **NO TIME OUTS** at any point during the tournament (Round Robin or Playoffs)



TEAM ROSTERS

TEAM ROSTERS may consist of:

- MINIMUM number of skaters to start the tournament - 6
- MAXIMUM number of skaters to start the tournament - 15
- MAXIMUM number of goalies to start the tournament - 2

Team Rosters must be set and submitted to the tournament committee **SEVEN (7) DAYS** prior to the start of the tournament (tournaments@attacksports.ca)

- If a team player becomes ill or injured **PRIOR** to the **START** of the **TOURNAMENT**
 - Team may (with the approval from Tournament Committee) replace that particular player
 - Replacement player must play in the same current division (or lower division) as the athlete being replaced within their community hockey association
 - The replacement player **MUST WEAR** the proper Santa's Shootout jersey and socks
 - No other jersey and/or socks will be accepted - **NO EXCEPTIONS**
- If a team player is injured or becomes ill **DURING** the **TOURNAMENT**
 - **No REPLACEMENT PLAYERS WILL BE ALLOWED**
 - **UNLESS** the effected team has less than 6 skaters or is need of a goalie

SHIFT LENGTH

- Player shifts will be **1 MINUTE** (60 seconds) in length
 - a. A buzzer will run to signal the end of each shift
 - b. **LIVE PUCK** will be instituted at all times
- Bench doors **MUST REMAIN CLOSED** until the sound of the buzzer. If for any reason the buzzer does not sound, the players must wait until it does. Failure to do so will result in a **MINOR PENALTY**
- Once the buzzer sounds, players must relinquish control of the puck immediately where it is and vacate the ice. The new players may enter onto the ice surface immediately and retrieve the **LIVE PUCK**
- Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely will result in a **MINOR PENALTY** for the offending team (after the team's first warning). **This includes shooting the puck to an opposite side of the ice (anywhere on the ice).**
- No team is permitted to **DOUBLE SHIFT A PLAYER**
 - If player **MUST** be double shifted, at the buzzer they must return to the bench and touch the boards. Then they may return to play. Failure to do so will result in a **MINOR PENALTY**



PENALTIES

- Minor infractions will result in a **MINOR PENALTY** against the offending team.
- Minor penalties will be served during the next shift
 - Team Strength - 3 on 2 Power Play (or 5 on 4 for U9 division)
 - Minor penalties last for the entire 1-minute shift (Power Play)
 - Minor penalties will be served on the team's bench (Not in the Penalty Box)
 - This includes **DOUBLE MINOR PENALTIES**
 - Team would miss **TWO SHIFTS** in a row
- Major infractions will result in a **MAJOR PENALTY** against the offending team, plus a **GAME MISCONDUCT** for the offending player.
- Major penalties will be served during the next **THREE (3) SHIFTS**
 - Team Strength - 3 on 2 Power Play (or 5 on 4 for the U9 division)
 - Major penalties will last for the entire 3 minutes (Power Play) + the entire length of the shift it occurred during
 - Major penalties will be subject to review by the Tournament Committee, with possible additional consequences to the offending player

PENALTY SHOTS

- The referee will place the puck on the centre face-off spot and the remaining players will line up on the **BLUE LINE** behind the player taking the penalty shot
 - On the whistle, the defending team may 'chase' the attacking player
 - If the offended player is injured and unable to perform the breakaway, the coach will assign one (1) player from the ice to replace that player
 - There will be no rebounds allowed during a penalty shot. If a goal is scored or not, the player (and entire team) who took the shot must clear the 'zone' before his team can fore-check
 - If the shift buzzer sounds during a penalty shot, the buzzer will be held (or should be disregarded if set automatically) and the players will be allowed to finish the penalty shot but must vacate the ice immediately after the save or goal

COINCIDENTAL PENALTIES

- Coincidental penalties shall result in a face-off at centre ice
 - Team Strength - 2 on 2 during the next shift (or 4 on 4 for the U9 division)
- Any player having been assessed **THREE (3)** minor penalties in the same game will be automatically ejected from that particular game
- Any **HIT FROM BEHIND** will result in the player being ejected from the game



PENALTY PROCEDURE

MINOR PENALTIES

- Referee will place his/her arm in the air
- When it is safe to do so, Referee will notify the offending team a MINOR PENALTY has been called
- Referee will report the number of the player and infraction to the TEAM'S BENCH
 - This will/may be done while play is still going on
- During the **NEXT SHIFT** - Head Coach plays **TWO (2)** players for the entire shift
 - If coach fails to remove a player from the ice
 - Referee will notify the bench and on the following shift, coach will play **TWO (2)** players for the next **TWO SHIFTS**

MAJOR PENALTIES

- Referee will **STOP PLAY IMMEDIATELY (Clock will stop)** to assess the infraction
 - Offending player will be asked to leave the playing surface immediately
 - Offending team WILL NOT be permitted a substitution for offending player
- Team will be short handed for THREE SHIFTS + the shift the infraction occurred during
- Play will resume once face-off has taken place at center ice
- Player assessed a MAJOR PENALTY will face the TOURNAMENT COMMITTEE prior to being allowed to play again.

INELIGIBLE PLAYERS

- ALL PLAYERS MUST have the Santa's Shootout helmet sticker visible on their helmet.
- If athlete/player is deemed to be ineligible offending team will forfeit that particular game to a score of 7-0
- For the offending team's following game (even play-offs). The team will start the game:
 - A player short for the first **TWO (2) SHIFTS** (3 vs. 2 or 5 vs. 4 depending on the division)
 - With a score of 3 to 0 (3 in favour of the Non-offending team)

INJURED PLAYERS (DURING PLAY)

- The clock **DOES NOT STOP** for injuries
 - Unless in the last minute of play and the goal differential is 2 goals or less
- Teams may replace 'injured' players on to the playing surface at any time during the game
 - Injured players must make their way to the bench



STOP TIME/CLOCK

- The time/clock **DOES NOT STOP (EVEN FOR INJURIES)**
- Exception to the Rule:
 - Round Robin and Semi Final Games
 - In the last minute of play the goal differential is 2 or less goals, at any point
 - Example: 3 - 1 for the home team (Clock would stop)
 - Example: 4 - 1 for the home team (Clock **DOES NOT** stop)
 - Final Games
 - In the last THREE (3) minutes if the goal differential is 3 or less goals, at any point
 - Example: 4 - 1 for the home team (Clock would stop)
 - Example: 5 - 1 for the home team (Clock **DOES NOT** stop)

START OF THE GAME

- Games **MUST** start on time (clock will start)
- Teams need to be **READY AT LEAST 10 MINUTES prior** to the start of their ice time
- Warm-up will start at it's scheduled time
 - Even if a team is not on the ice

CHANGING OF ENDS

- Team's **DO NOT** change ends to start the 2nd half
- Team's play on the same side for the **ENTIRE GAME**

END OF GAME

- A customary handshake will take place at the end of each game.
- Player of the Game awards will be given out (and picture taken of each player)
 - ONE player per team
 - If we are running behind this POG will happen in each team's dressing room
- Floods will occur after every **SECOND (2nd) GAME**.
 - Each team **MUST** be ready to go **5 MINUTES** before their scheduled ice time.
 - **On a few occasions Floods happen every THIRD (3rd) Game.**



COACHES AND TEAM VOLUNTEERS

- Up to THREE (3) volunteer coaches may be on the bench during a game
 - All people on the bench must be over the age of 18 years old
- Coaches are required to make every effort to ensure 'FAIR' (not equal) ice time for all 3 on 3 (5 on 5) participants
 - Meaning all players play in all situations and have 'roughly' the same amount of ice time
- Each team is required to assign **ONE PARENT** to be the scorekeeper or timekeeper for each game

TEAM POINTS

- Points will be earned by this format
 - a. 5 points for a win by 2 or more goals
 - b. 4 points for a win by 1 goal
 - c. 3 points for a tie
 - d. 2 points for a loss by 1 goal
 - e. 1 points for a loss by 2 goals
 - f. 0 points for a loss by 3 or more goals
 - g. 1/2 point for EACH GOAL SCORED on Santa during Santa Shootout
- Games are to remain as ties during round robin.
- A tie in TOTAL POINTS after round robin play will be decided as follows:
 - a. Head to Head
 - b. Goal differential (+/-)
 - c. Goals against
- Shootout Points will be added to the Team's final Round Robin total points

GAME TIED - SHOOTOUT

SEMI AND FINAL GAMES ONLY

If the game is tied at the end of regulation time:

- A FIVE (5) player Shoot out will ensue
 - 5 shooters will be picked by the coach
 - If still tied, shooters will be selected one by one until one team outscores the other.
 - **All players must have a turn before any player is chosen again for the shootout**



SANTA'S SHOOTOUT

- In order for each TEAM to be eligible to participate in the SANTA SHOOTOUT each must adhere to the following donation criteria:
 - Each **PLAYER MUST DONATE** 5 non-perishable food items for donation to the local food bank (we will keep track at the registration table).
 - TEAM COLLECTIVELY total of 50 non-perishable food items.
 - Each **TEAM MUST DONATE COLLECTIVELY \$50** (cash/gift cards) for the local food bank.
 - Roughly amounts to \$5 per player (depending upon the team).
 - Players can bring in additional items for additional changes to score:
 - 5 items and \$5 cash donation = 1 extra ballot
- **ALL DONATIONS / ITEMS MUST BE RECEIVED BY NOON ON DAY 2** in order to be eligible for Santa's Shootout
 - NOTE: All items donated (cash, gift cards and/or food items) will be donated to the local Calgary Food Bank at the conclusion of the tournament.
- Each team will be allowed **FOUR (4) SKATERS** to participate in the Santa Shootout.
 - Each skater will receive 3 chances or pucks to score on Santa.
 - Three pucks will be placed on the **BLUE LINE**. The skater will start at center ice for the first puck and race to the **BLUE LINE** for subsequent additional pucks.
 - There will be **NO** rebounds allowed during the shootout.
- Each goal scored during the Santa Shootout will count towards each team's total points during the Round Robin.
 - Each goal will be worth an additional ½ point
 - For a **MAXIMUM of SIX EXTRA POINTS**
- Attack Sports will decide by individual team draw which athletes participate in the shootout.
- Coaches will only decide the order in which they want their players to shoot in.
- Each team's players will shoot in order and continuously.

Teams are NOT REQUIRED to participate in the Santa Shootout.

TOURNAMENT COMMITTEE

- Darrin Harrold
 - (403) 863-2016
- Alison Rattai
- Sean Petrone
- Ayden Rees

**CALGARY
FOOD BANK**

ALL DECISIONS MADE BY THE TOURNAMENT COMMITTEE ARE FINAL

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