

Longueuil Pee Wee Tournament Rules

32nd Edition - 2009

- 1- All the rules are the ones from Hockey Québec and Hockey Canada..
- 2- Team's responsible should register their team, with all the necessary documents, one and half hour (1h30min) before their first game(with the exception of all the games schedule before 9h30 a.m. where registration should be done one hour (1h) before.
- 3- Team's responsible should verify if the line-up is correct, add up if necessary affiliated players (PE) and all the suspension to be purge. Usage of affiliated players is regulated by Hockey Québec article 5.6. All players and team officials who participated should sign the signature form before each game.
- 4- All the games will be three (3) stop time periods. For CC, BB and AA; two(2) periods of twelve (12) minutes stop time and the third period of fifteen (15) minutes stop time. For A and B; two(2) periods of ten (10) minutes stop time and the third period of fifteen (15) minutes stop time.
- 5- Game's duration for CC, BB and AA semi-finals and finals will be three (3) periods of fifteen (15) minutes stop time. For A and B; two(2) periods of ten (10) minutes stop time and the third period of fifteen (15) minutes stop time.
- 6- Stop time will apply until a difference of seven (7) goals in third period than we will have running time until the end of the game however the difference is less than 7 goals later. However, penalties will be stop time. If the seven (7) goals difference arrives before the end of the second period, we will play with stop time until the end of the second period but the third period will be play with running time until the end of the game and penalties will be stop time.
- 7- In all time, Tournament President, arena's director, referee or head referee could stop the game if they think players security is jeopardize.
- 8- In case of a tie game in the three first games, the game will stay tie and each team will have one (1) point . For the quarter-finals, Class A and after a verification of Franc Jeu point, Hockey Quebec rule 9.7.1 will apply and a maximum of of one (1) 5 minutes stop time period will be played 4 against 4 plus the goaler (the first goal score will end the game) followed, if necessary by the shoot-out (rule 9.7.2). If one of the team had lost his Franc Jeu point, you have to consult Franc Jeu Appendix. For the semi-finals and the finals, and after a verification of Franc Jeu point, Hockey Quebec rule 9.7.3 will apply and a maximum of one (1) 10 minutes stop time period will be played 4 against 4 plus the goaler (the first goal score will end the game) followed, if necessary by the shoot-out (rule 9.7.2). If one of the team had lost his Franc Jeu point, you have to consult Franc Jeu Appendix. For AA Class only, for the semi-finals and the finals, and after a verification of Franc Jeu point, Hockey Quebec rule 9.7.3 will apply and a maximum of one (1) 10 minutes stop time period will be played 4 against 4 plus the goaler (the first goal score will end the game) followed, if necessary by the shoot-out (rule 9.7.2). If one of the team had lost his Franc Jeu point, you have to consult Franc Jeu Appendix.
- 9- In case of a major storm, that travelling of the team won't be safe or Transport Quebec close roads that the teams were suppose to take to come to the tournament, organizing committee could suspend all activities and reschedule the games.
- 10- During the first three games, round robin format, a win gives two (2) points, a tie gives one (1) point and a loss no point. Franc-Jeu (Fair play) rule will apply and points will be attributed as follow;

Division	Class	Win	Tie	Loss	Minutes Punition	Points
Pee Wee	Single letter	2	1	0	12 minutes or less	1
	Double letter				13 minutes or more	0

- 11- **Class A** : The first two teams from each of the four (4) divisions will advance in quarter finals. The first position from 'A' division will play against the second position of 'C' division. The first position from 'C' division will play against the second position of 'A' division. The first position from 'B' division will play against the second position of 'D' division. The first position from 'D' division will play against the second position of 'B' division.
- 12- **Class B** : The first two teams from each of the four (4) divisions will advance in quarter finals. The first position from 'A' division will play against the second position of 'C' division. The first position from 'C' division will play against the second position of 'A' division. The first position from 'B' division will play against the second position of 'D' division. The first position from 'D' division will play against the second position of 'B' division.
- 13- **Class CC**; The first two teams from each of the two divisions will advance in semi finals. The first position from 'A' division will play against the second position of 'B' division. The first position from 'B' division will play against the second position of 'A' division.
- 14- **Class BB** : The first two teams from each of the two divisions will advance in semi finals. The first position from 'A' division will play against the second position of 'B' division. The first position from 'B' division will play against the second position of 'A' division.
- 15- **Class AA**; All four teams will be playing in semi finals. The first position in the ranking will play against the fourth position and the second position will play against the third position in semi finals
- 16- IN CASE OF TIES IN THE STANDING**
Hockey Quebec rule 9.8. See Franc-Jeu Appendix
- 17- ALL DECISIONS TAKEN BY ORGANIZING COMMITTEE IN REGARDS OF THESE PROCEDURES ARE FINALS AND WITHOUT APPEAL.**
- 18- All decisions taken by disciplinary committee are finals and without appeals trough out the tournament.

Franc-Jeu Appendix

Provincial Finals and Tournaments "Round-Robin"

The total of performance points and Franc-Jeu points determine the position in the standings, the team with the highest total being awarded the highest position. If there is a tie in the standings amongst many teams, the highest position is determined according with the following criteria:

- a) The team having the most wins,
- b) The team having the least losses,
- c) The results of game(s) between the teams involved (number of win(s)).
Note 1: Applies only to teams having played against each other in the same conference.
- d) The best differential: the total of goals For less the total of goals Against de in all games.
Note 2: If a team does not appear for a game (forfeit), the number of goals For and goals Against in games played by other teams against such a team shall not be taken into account in this calculation.
- e) The team having gained the most Franc-Jeu points
- f) the fastest goal score in every games played
- g) draw

N.B. Any team winning a game by forfeit or default is automatically awarded 3 points in the standings, regardless of the activity (Regular Season, Year-End Playoffs, Regional Finals, Provincial Finals and Tournaments).

Penalties Equivalences

Code	Description	Penalty Minutes
Code A	Minor or bench minor penalty	2 minutes
Code B	Major penalty	5 minutes
Code C	Misconduct penalty	10 minutes
Code D	Game or Gross Misconduct penalty	10 minutes
Code E	Match penalty	10 minutes

As soon as a Referee will signal a Bench penalty against a Team Official (*) resulting from the latter's department, such penalty leading to a Game Misconduct, Gross Misconduct or Match penalty, said team shall automatically lose it 'Franc Jeu' point.

Codes:

- D-61 Abuse of Officials, Unsportsmanlike Conduct or other Misconduct;
- D-62 Use insults or intimidation of a discriminatory nature;
- D-66 Gross Misconduct with the intention of making mockery of the game;
- D-70 Abusive and obscene language or gestures;
- E-84 Verbal aggression of an Official;
- E-85 Physical aggression of an Official.

Note: This Regulation applies to all games during the regular season, playoffs, tournaments and championships.

Provincial Finals and Tournaments

Methods of application of Franc-Jeu in Provincial Finals and Tournaments are directly related to the format used.

The higher point total determines the game winner:

⌚ In case of a tie at the end of Regulation Time, the game automatically goes into overtime even if one of the teams involved has won its 'Franc Jeu' point. However and in such a case, the team having won its 'Franc Jeu' point will benefit from a power play (four on three) for the first five (5) minutes of overtime after which, if there has been no goal, teams will play at even strength.

When this Regulation is being applied and an overtime period is required under Hockey Quebec's Administrative Regulation 9.7.1, the following procedure shall be used:

a) «Extract from Administrative Regulation 9.7.1»

A single 5-minute overtime period with stopped time with four (4) skaters on each side plus the goaler (except for penalized players who shall serve their penalty or penalties in the usual manner. The first (1st) goal legally scored ends the game.

« Application »

Should there be an overtime period by reason of the application of this Regulation, the team at fault shall undertake such period with one less skater for duration of five (5) minutes. No player of the team at fault shall be required to proceed to the Penalty Bench to serve such Major Penalty.

When this Regulation is being applied and an overtime period is required under Hockey Quebec's Administrative Regulation 9.7.3, the following procedure shall be used:

a) «Extract from Administrative Regulation 9.7.3»

There shall be only one 10-minute overtime period with four (4) skaters on each side plus the goaler (except for penalized players who shall serve their penalty or penalties in the usual manner. The first (1st) goal legally scored ends the game.

«Application»

Should there be an overtime period by reason of the application of this Regulation, the team at fault shall undertake such period with one less skater for duration of five (5) minutes. The Coach of the team at fault shall designate, through the Captain, a player to serve said Major Penalty. The Coach may designate a player who was not on the ice at the time of the infraction – meaning the end of the period.

For AA Class when this Regulation is being applied and an overtime period is required under Hockey Quebec's Administrative Regulation 9.7.4, the following procedure shall be used:

a) «Extract from Administrative Regulation 9.7.4»

There shall be only one 10-minute overtime period with four (4) skaters on each side (except for penalized players who shall serve their penalty or penalties in the usual manner. The first (1st) goal legally scored ends the game.

«Application»

Should there be an overtime period by reason of the application of this Regulation, the team at fault shall undertake such period with one less skater for duration of five (5) minutes. The Coach of the team at fault shall designate, through the Captain, a player to serve said Major Penalty. The Coach may designate a player who was not on the ice at the time of the infraction – meaning the end of the period.

Note: Franc-Jeu does not apply to overtime period(s).