



FALL FREEZE TOURNAMENT RULES

1. Except for the regulations indicated below, Hockey Canada (H.C.) and Hockey New Brunswick (H.N.-B.) rules apply for this tournament.
2. Only players registered on their official Hockey Canada Registry (HCR) team list and teams officially registered at their level of play for the current season are eligible to participate. Any team that adds, uses, or registers a player not listed on their official Hockey Canada roster will be automatically disqualified.
 - For Recreational (A) Divisions, all players must be recreational-level players for the season. If any player participates at the AA (female) or competitive co-ed level, the team must register in the AA Division.
 - Note: A player may only play with one team during the tournament.
3. Teams must be prepared to provide their official Hockey Canada roster upon request by the tournament committee.
4. If team colors are similar, the team designated as the home team must change jerseys. (Rule 2.1 – H.C.)
5. All goaltenders must wear a BNQ-approved throat protector attached to their face mask. (Rule 26 – C.H.M.N.-B.)
6. All reports describing gross misconducts or match penalties will be submitted to the Hockey NB Discipline Committee, which will determine the disciplinary measures according to their official guide. The committee's decision is final and cannot be appealed. No protests of referee decisions will be allowed. (Rule 109.1 – H.N.-B.)
7. The duration of penalties will conform to Hockey Canada Rules.
8. Teams must be present at the arena at least one hour before each game and ready to play 15 minutes prior to the scheduled start.
9. The warm-up period before games will be three (3) minutes.
10. All recreational divisions will play three (3) periods of 12 minutes each, while AAA divisions will play three (3) periods of 15 minutes each. Each team is entitled to one (1) 30-second timeout per game. (Rule 10.17(F) – H.C.)
11. Games that end in a tie during the round-robin portion will remain tied. Each team receives 1 point for a tie. In semi-final and final games, if the score is tied at the end of regulation time, the game will proceed to overtime and then, if necessary, a shootout:
 - Overtime: A 5-minute sudden-death period with 3-on-3 play (plus goalies).
 - If still tied after overtime, a shootout will determine the winner.
 - The home team chooses whether to shoot first.
 - Each team selects three shooters. If still tied, teams continue one shooter at a time until a winner is decided.
 - No player may shoot twice until all eligible players have shot once.

12. If after the second period of round-robin or elimination play one team leads by five (5) goals or more, the game will switch to running time. If the goal differential drops below five, stop time will resume. During running time, minor penalties = 3 minutes, major penalties = 7 minutes. The maximum goal differential recorded will be 5 goals (e.g., a 14–1 game will be recorded as 6–1).

13. Any player receiving four penalties in a game will receive a misconduct and be ejected from the game. (Rules 4.2-F and Article 27.4 – C.H.M.N.-B.)

14. Any player or team staff receiving two game misconducts during the tournament will be suspended for the remainder of the tournament.

15. Fighting or attempts to injure will not be tolerated. Any player who fights will be automatically suspended for the rest of the tournament. All such penalties will be reported to the respective community hockey clubs.

16. Any team that fails to appear for a scheduled game will forfeit by a score of 5–0. (Article 22 – C.H.M.N.-B.)

17. Tie-breaking procedures for determining standings will follow the original rules:

1. Head-to-head result
2. Most wins
3. Best goal percentage (goals for ÷ [goals for + goals against])
4. Fewest goals allowed
5. Fewest penalty minutes
6. Coin toss (if still tied)

Maximum goal differential of 5 applies to all games.

18. Only the Tournament Director may make schedule changes. Teams attempting to alter the schedule independently will be disqualified.

19. The official interpretation of these rules rests with the Tournament Chair.