

Richmond National Atom Mousquiri Tournament
59 th Edition
February 5th to 18th 2024
(Rules)

1. GENERAL RULES

1.1) THIS TOURNAMENT IS SANCTIONNED BY HOCKEY QUEBEC and only teams affiliated with HOCKEY QUEBEC or an organization recognized by them will be accepted to the Tournament. (USA & Outside Quebec are recognized)

1.2) OFFICIAL NAME OF TOURNAMENT

Tournoi National M11 Mousquiri de Richmond

1.3) TOURNAMENT DATES

February 5th to February 18th, 2024

1.4) ARENA ADDRESS

Centre Sportif P.E. Lefebvre
800 Gouin Street
Richmond (Quebec) Canada J0B 2H0

1.5) REGISTRATION BUILDING

Inside the Arena
820 Gouin Street
Richmond (Quebec) Canada J0B 2H0
AHMR Office

1.6) TOURNAMENT ADDRESS

Tournoi National Atome Mousquiri
C.P. 3125, Richmond (Quebec) Canada J0B 2H0
Tel.: (819) 826-2237 or Jocelyne Morel (Tournament president) (819) 620-8489

1.7) INSCRIPTION FEES

650\$ + (*) 400\$ Cdn. /team (Tx. Incl.): **OUTSIDE QUEBEC**
600\$ + (*) 400\$ Cdn. /team (Tx. Incl.): A, B , BB & CC
(*) Admission

1.8) **WITHDRAWAL OF A TEAM**

Should a team withdraw before the tournament, but after being accepted, it will lose all fees paid and will be referred to **its REGIONAL RULES & DISCIPLINE COMMITTEE** for investigation.

1.9) **REGISTRATION**

EMAIL: tournoumousquiri@gmail.com

Tel.: (819) 826-2237

REGISTRAR: **Annie Daigle**

Tim Dalton (for English information)

1.10) **REGISTRATION OF TEAMS**

Teams must arrive at the Community Center **1 HOUR BEFORE EACH GAME.**

***Exception:**

Games being played from Monday thru Thursday (1st game of the day (16:30)). Teams may arrive 30 minutes before game time.

- ***THE MANAGER OR TEAM OFFICIAL*** must present themselves at the Registrar's office situated on the Local side of the rink (close to the zamboni's entrance)

1.11) **PASSES FOR PLAYERS AND COACHING STAFF**

- Passes for the **players (registered on team official roster)** and **staff (5 maximum)** will be given to the teams upon their arrival at the Community Center. Players will receive their passes at the community center and the coach will receive the passes for his staff at the Registration Office in the arena.
- Players and Staff will have to have their **passes attached to their jackets** at all times.

1.12) **ELIGIBLE PLAYERS**

Players born between January 1st, 2013 and December 31st, 2014 are eligible to play in the tournament and to be registered on the player's list.

TOURNAMENT SPECIFIC RULES

2.1) The rules are those of HOCKEY QUEBEC, the C.A.H.A. as well as those of THE TOURNAMENT .

2.2) FAIR-PLAY (FRANC-JEU)

Fair-Play points will be applied towards the Standings, to all classes during the *Preliminary round*. This will help determine who will advance to the quarter and semi finals.

Norms for penalty minutes for Fair-Play:

10 minutes and less = 1 point

11 minutes and more = 0 point

2.3) SCORE SHEETS

2.3.1) Prior to each game, the game's Coach will have to sign the Official Score Sheet (Spordle) recognized by HOCKEY QUEBEC.

2.3.2) 5 individuals are allowed behind the player's bench. They must be members of HOCKEY QUEBEC or a recognized Association and their names must appear on the (team roster) and official scoresheet. If challenged and proved that an individual is ineligible to be behind the bench, the team will lose by default.

If necessary and before the start of game, the team manager or team official must report to the registrar's office of any changes to be made on the official score sheet.

2.4) MINIMUM AND MAXIMUM NUMBER OF PLAYERS

2.4.1) SINGLE LETTER TEAMS: A team must appear at the beginning of the game with a minimum of (8) players in uniform, plus (1) goalkeeper.

2.4.2) DOUBLE LETTER TEAMS (COMPETITION): A team must appear at the beginning of the game with a minimum of (10) players in uniform, plus (1) or (2) goalkeeper.

2.4.3) There is a maximum delay of 15 minutes for a team requiring the minimum number of players to start the game. After this delay, article 6.1.1 e. of HOCKEY QUEBEC will be taken into consideration.

2.4.4) Each team is allowed a maximum of 19 players in uniform (17 players plus 1 or 2 goalkeepers)

2.5) JERSEYS

Local teams will wear their **dark coloured jerseys (local)** and visiting teams will wear their **pale coloured jerseys (visitors)**. If the colors are conflicting, the individual responsible for equipment for the tournament, will provide the local team with a set of Jerseys.

Refusing to abide by this rule could have your team disqualified from The Tournament.

2.6) ROOMS/BENCHES & ENDS OF ICE

Choice for locker rooms, benches and end of ice will be determined by the tournament. However, in the finals, the choices will be made by a draw.

2.6.1) Semi-Finals: team with the best record will be local.

2.6.2) REGULAR & AFFILIATE PLAYERS

No players of the regular teams will be added on the player's list after the first game. However, a player or players on the affiliate list can be added to the list before each game during the tournament. In that case, the manager should advise the registrar before each game.

No affiliated player can take part in a match, if all players appearing on the registration appear on the line-up. (Art.5.6.6)

2.6.3) SCHEDULE

Teams must accept their schedule. NO CHANGES WILL BE MADE TO A TEAM'S SCHEDULE. A game may start 15 minutes earlier than scheduled time.

2.7) HALLWAYS & LOCKER ROOMS

2.7.1) Only managers, coaches, first-aid attendants and players taking part in the game will be allowed in the locker room before, during and after the game.

2.7.2) NO PARENTS ARE ALLOWED IN HALLWAYS AND LOCKER ROOMS.

2.7.3) The Tournament Organization is not responsible for accidents or loss of goods that could occur to teams during the tournament.

2.8) PHYSICAL CONTACT AND BODY CHECKS ARE NOT ALLOWED DURING THE TOURNAMENT!

2.11) PROTEST (See Hockey Quebec Rules 7.4.)

3. DURATION OF GAMES

- 3.1) All periods are stop time, the first 2 being 10 minutes and the last being 15.
- 3.2) If there is a difference of **7 GOALS or more** between the teams AFTER THE 2ND PERIOD, the time will be NON-STOP (Penalties included) for the remainder of the game. If that difference is **reduced by less than 7 GOALS**, the time **will remain NON-STOP**. (No time-outs allowed during non-stop timed period)

EXCEPTION: Even if there is a **7 GOAL difference** in the finals, the game **will be STOP time**.

- 3.3) A 3 minute WARM-UP will be given to each team before it's game.
- 3.4) There will be rest between the second (2nd) and third (3rd) period for the ice to be resurfaced. Should an overtime period be needed, there will be NO REST between the 3rd and the Overtime period.
- 3.5) After the resurfacing of the ice during a game, only 5 players and the goalkeeper of each team will be allowed on the ice. The remaining players will go directly to their respective benches. **a (2) MINUTES DELAY OF GAME PENALTY** will be given to a team who doesn't abide by this rule.
- 3.6) At the end of each period, all players must remain at their respective benches or penalty box until directed by the referee. The visiting team shall leave the ice first, unless otherwise directed by the referee. **Failure to do so will result in a 2 MINUTE BENCH MINOR PENALTY.**
- 3.7) **(1) 30 second time-out for each team is PERMITTED during the tournament.**

4. OVERTIME RULES (FOR THE GAMES AFTER THE ROUND ROBIN)

- 4.1.1) For all tournaments approved by Hockey Quebec, should the score be tied after the three (3) periods of regulation time, after the «Franc Jeu» regulations have been applied and where **games must be completed**, there shall be overtime as follows:

- 4.1.2) A single five-minute (5) additional period in stopped time with line-ups limited to four (4) players and a goaltender, except for penalized players who must serve their respective penalties or for the application of «Franc Jeu» regulations. The first goal scored ends the game.
- 4.1.3) If the tie remains after this five-minute overtime period, there will be a shootout as described in Article 4.2.2.

4.2) EXCEPTIONS – OVERTIME **SEMI-FINALS & FINALS**

- 4.2.1) In semi-finals and finals, if the score is tied after the 3 regular periods of play, there will be overtime. The rules will be as follows:
- There will be a 10 minutes period, stop time, with a 4 against 4 format. All players may be used except for those serving penalties. However, if only one team has **lost its “FAIR-PLAY” point** it must play (4) against (3) for the first 5 minutes of the overtime period. The coach has to designate a player, to serve the major penalty in the penalty box. The first goal scored will end the game.
- 4.2.2) If the score is still tied after the 10 minutes period of overtime, the **SHOOTOUT** procedure shall apply.

The referee will ask each head coach to designate 3 players for the first round of shoot-out. The 3 players do not need to be in the order in which the head coach gave to the referee. Should a Tie still persist after the first round. The head coach shall designate in turn of 1 player at a time to take part in the shoot-out. All players must participate in the shoot-out (with the exception of the goalkeeper), before a player is permitted to participate in the shoot-out a second time.

- 4.2.3) A player who is serving a penalty at the end of the 10 minutes overtime period shall eligible to take part in the shoot-out.
- 4.2.4) The shoot-out will be carries out as follows:
- The home team shall have the choice to determine if they shoot 1st or 2nd.
 - Once the choice is made the designated team sends his first player to the shoot-out. The opposing team sends his first player to the shoot-out. This is repeated until all three designated players of each team has participated in the shoot-out.
 - The Head coach’s choice does not necessarily represent the order in which the player’s must appear at center ice to participate in the shoot-out.
 - Playing rules related to penalty shots apply in the shoot-out.
 - Shots are taken in turn and simultaneous shots will be permitted.
 - The winning team will be the one having scored the greater number of goals after this first complete round.

4.2.5) When a second or third round is necessary to break a tie, the order in which the players will appear is at the discretion of the head coach and does not have to be in the same order as the previous round. However, for each full round of shoot-out. All players on the official game sheet (minus any expelled players) at the end of the 3 regular plus overtime period shall have their turn in the shoot-out round before a player may return for another shoot-out.

The game ends when the tie is broken following an equal amount of shoot-out attempts are made by each team.

After 3 regulatory periodes if there is an overtime or shoot-out the final pointage awarded to the winning team will be ONE goal more than the other team.

Fair-Play rules do not apply in overtime

5. BREAKING TIES IN THE STANDINGS

5.1) Should a tie occur between a number of teams. The standings will be determined by the following criteria:

- a) **The most amount of points**
- b) **The most amount of number of victories**
- c) **The least number of goals scored against**
- d) **The most goals scored for**
- e) **The fastest first (1st) goal scored in all games played.**
- f) **The team that accumulates most Fair-Play Points**
- g) **Flip of the coin**

NOTE: In case of a team that does not show up for a match, all matches played against it by other teams must not be considered.

5.2) Once the position of the first team has been determined in the standings, the procedure must be repeated from Step (A) to determine further tie situations.

6. DISCIPLINE COMMITTEE

- A discipline committee is formed of 5 people.
- The Directors of The Tournament reserve all rights to make any changes to the present rules and regulations for the good of The Tournament.
- If deemed appropriate, the referee in charge and/or the disciplinary committee may review, modify, or correct the content of a match sheet in order to conform the event(s) in question. Sanctions will then be established or revised accordingly.

7. REQUIRED DOCUMENTS

Each participating team must submit the following documents by e-mail to : tournoimousquiri@gmail.com the following documents before the start of the team's first game;

Documents must be clear and scanned in pdf, png or jpg format.

- a) A copy of the league(s) schedule
- b) Registration form of all team members approved by a Regional Registrar. **The form must be signed by all Players and Coaching Staff.**
- c) Score sheets for the last five 5 games
- d) Tournament Permit (Not required by US teams)
- e) **U.S. TRAVEL PERMIT (not state travel permit). U.S. Teams only**

7.1) A photocopy of the game sheet will be provided upon request only (you can view the game sheet on spordle).

8. EQUIPEMENT

8.1) At all times during the game, the following protective gear must be worn by all players including goalkeepers:

- a) A.C.N.O.R. (C.S.A.) approved hockey helmet.
- b) A.C.N.O.R. (C.S.A.) approved full facemask.
- c) A neck protector approved by Quebec's normalization office (B.N.Q.) which:
 - Covers the entire front part of the neck from its base to the upper extremity of the Adam's apple;
 - Is made of a material which will prevent a skate blade from cutting the protected part of the neck;
 - Is built in such a way as to remain in proper position during play.
 - In addition to the above-mentioned equipment, goalkeeper shall wear a rigid throat protector.

The official in charge of the game has the right to refuse, any or all players who do not confirm with equipment rules. **(Except out of province teams)**

N.B.: The neck and rigid throat protector is not required for teams outside the province of Quebec.

9. DRESSING ROOMS

- 9.1) The manager is responsible for the clearing of the dressing room. **20 MINUTES IS ALLOWED IN THE LOCKER ROOM AFTER THE GAME.**

10. TROPHIES & MEDALS

- 10.1) A silver medal is given to each finalist and a gold medal to each champion. The medals are the shape of "MOUSQUIRI"
- 10.2) The Champions will be presented with two trophies; one which will stay at the Arena and the other which you will keep. The Champions will also be awarded a banner.
- 10.3) Each player will receive a souvenir from Mousquiri. Mousquiri will also be handing a surprise to all the players celebrating their birthdays during the Tournament.

11. SPECIAL RULE

- 11.1) In case of a major interruption, such as (ice-storm, major snowstorm, prolonged electrical delay, or which could cause a major delay in the schedule) which could be identified as a security reason for teams travelling, the tournament committee reserves the right to suspend the activities. The winners for games cancelled would be determined by a draw, in order to proceed to the next round.
- 11.2) **Ruling re: USE OF AIR & BATTERY OPERATED HORNS (ART7.7.8) HOCKEY QUEBEC**

The use of the above-mentioned horns is strictly forbidden during games sanctioned by Hockey Quebec

12. ZÉRO TOLERANCE POLICY TARGETING INAPPROPRIATE BEHAVIOR

The Tournament organisation reserves the right to submit to the disciplinary committee any behavior deemed irreproachable or inappropriate towards members of the tournament organization, a volunteer, sports center employee, or any other person who comes to visit us, on the part of a player, a member of the coaching staff, a support person, or a parent of a participating team.

The disciplinary committee may impose sanction(s) which could go as far as disqualification of the team of which the offending person is associated with.