



Jean Adams Memorial Tournament Rules

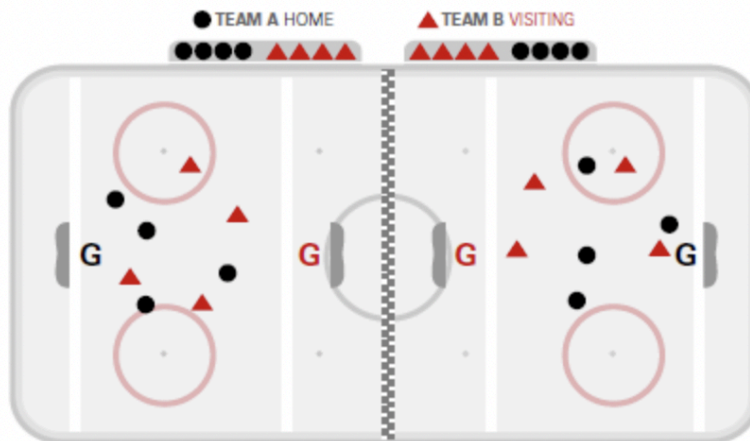
March 22-24, 2024 @ Langley Sportsplex

www.langleyminorhockey.ca/jean-adams-memorial-tournament

The intent of the Jean Adams Memorial Tournament is to provide a fun, safe, and fair hockey environment for all participants. The Rules of the Tournament are designed to support that.

U7 DIVISIONS

1. All games for U7, will be played in the PCAHA Cross-Ice Format with center ice bumpers (refer to photo). **Coaches are asked to assist with the setting up and taking down bumpers between games.**



TWO TEAMS – Two Half-Ice Games Model

2. HOME Team will wear dark. AWAY Team will wear light. Where only one jersey is available for a team, it is the HOME team that will adapt, where applicable.
3. Split Teams will be **mixed** skill levels to facilitate two games per team per ice session.
4. Games will be played in a 3v3 or 4v4 format, depending upon team sizes.
5. All games will be played using the following TIME format:
 - 3-minute warm up.
 - 20-minute running time with 2-minute buzzer shifts.
 - 3-minute intermission.

- 20-minute running time with 2-minute buzzer shifts.
 - Shootout (see #7).
6. SPLITTING OF TEAMS. AWAY team will rotate after the first 20-minute session to the opposite game zone to play against the second HOME team (i.e., Away A vs Home A for 20-minutes; Away A vs Home B for 20-minutes).
 7. NO Recorded Scores. NO Recorded Penalties. NO Overtime. NO Protests or Appeals.
 8. On-Ice Officials will officiate U7 games.
 9. Penalties will be “teaching moments” for the players. Infractions are to be called and explained to the player rather than sitting in the penalty box.
 10. Any player who is deemed by the officials or coaches to have an egregious penalty (i.e., Check from Behind, Cross Check, Body Check etc.) will sit out for the remainder of the shift or game, whichever is more reasonable based upon the infraction. A substitute player may be sent out to take the penalized player’s place on the ice. No short-handed play. NOTE: Substitute Player on the ice <60 seconds may remain on the ice for the following shift.
 11. **The Goal Limitation (aka Gretzky) Rule is in effect.** No player will be allowed to score more than 3-goals per game. Any goals over 3 will be waived off. It is imperative that the coaches help the officials with this Rule in order for the game to be kept equal and fair and to give every player opportunity.
 12. At the end of the 2nd 20-minute session, a 5-puck SHOOTOUT will commence. The **5-Puck Shootout Rules** are as follows:
 - a. Borders are moved to allow 5 pucks to be lined up on each of the blue lines.
 - b. One goalie from each team will be in net on the opposite side of their team’s bench.
 - c. The players must remain on the bench until it is their turn to shoot.
 - d. The first player will skate from the bench to the first puck. If he/she scores, the player will return to the bench and the next player will come off to shoot the next puck on the blue line. If he/she does NOT score, the player must pass the puck to the next player. The 2nd player can NOT play the puck until the 1st player has returned to the bench. The process continues until one team puts all 5 pucks in the net.
 - e. Each player must have a single turn before any player receives a 2nd turn to shoot. (i.e., the same player cannot shoot all 5 pucks).
 - f. Shootout Players must be rotated across all four games. (i.e., the same 5 players cannot be used for all 4 tournament games).

U9 DIVISIONS

13. All games for U9, will be played on FULL ICE.
14. HOME Team will wear dark. AWAY Team will wear light. Where only one jersey is available for a team, it is the HOME team that will adapt, where applicable.
15. NO Recorded Scores. NO Recorded Penalties. NO Overtime. NO Protests or Appeals.
16. All games will be played using the following time format:
 - 3-minute warm-up.
 - Three periods with teams changing ends after each period.
 - Each period will be a 15-minute running time with 2-minute buzzer shifts.
 - Play is continual with no off-sides or faceoffs. Faceoffs will only take place at the start of each period.
17. On-Ice Officials will officiate all U9 games.
18. Penalties will be “teaching moments” for the players. Infractions are to be called and explained to the player rather than sitting in the penalty box.
19. Any player who is deemed by the officials or coaches to have an egregious penalty (i.e., Check from Behind, Cross check, Body Check etc.) will sit out for the remainder of the shift or game, whichever is more reasonable based upon the infraction. A substitute player may be sent out to take the penalized player’s place on the ice. No short-handed play. NOTE: Substitute Player on the ice <60 seconds may remain on the ice for the following shift.
20. **The Goal Limitation (aka Gretzky) Rule is in effect.** No player will be allowed to score more than 3-goals per game. Any goals over 3 will be waived off. It is imperative that the coaches help the officials with this Rule in order for the game to be kept equal and fair and to give every player opportunity.
21. Frequently asked questions about U9 full-ice play...
 - **What is continual play?** Players change on the fly once the buzzer goes; the puck is left where it is, and the next lines come on and battles for it. It is a really fun way to play!
 - **What are the core requirements of the U9 Game Play Model?** The model was designed to maximize the opportunity to get all players into the game. The core elements are running time, continuous play on shift changes, no off-sides, icing or face-offs after goals, and penalties are called.
 - **How will player development be affected if there is no offside or icing called during game play?** Learning offside and icing will come in time, but the primary focus on age-appropriate training and programming needs to be on skill development in skating, puck control, passing, receiving, and shooting. Concepts like offside, icing, positional play and face-offs can be introduced at a later age when players move to the full-ice model in the transition to U11 hockey.

- **Are smaller nets required?** There is no requirement to use smaller nets for U9 games. With goaltenders in full equipment, regular nets (4x6) are acceptable; however, smaller nets (2x3, 3x4) are also suitable options.

JEAN ADAMS MEMORIAL TOURNAMENT GOVERNING RULES:

The Tournament shall be governed in accordance with the rules of the:

- Canadian Hockey Association (“CHA”)
- British Columbia Amateur Hockey Association (“BCAHA”)
- Pacific Coast Amateur Hockey Association (“PCAHA”)
- The Langley Minor Hockey Association (“LMHA”) rules as herein established for this Tournament

The Tournament Committee shall have the right to decide upon rulings for any off-ice dispute relating to interpretation of LMHA rules. Referees shall have the final say in resolving any on-ice dispute.

Eligibility

All teams must be in good standing with their respective Association. It is the responsibility of each team to apply to their Association and/or governing body for a Tournament Permission Number and/or Letter of Permission to enter the Tournament. Teams and Players must be registered with their Associations in accordance with the CHA, BCHA, PCAHA or USA Hockey rules.

Game Day

Games will be in SPORDLE (HiSports!). The team manager is required to verify the game roster in SPORDLE a minimum of thirty (30) minutes prior to the start of each game. Warm up pucks will NOT be provided. Please be ready to go a minimum of five (5) minutes before game time.

Dressing Rooms

Dressing rooms will be assigned and posted. Any damage to a dressing room will be charged to that team. If you see any damage when you first enter your room, please contact the Tournament Committee. LMHA is not responsible for lost, damaged or stolen property. Team Officials will ensure their assigned dressing room is left clean after their game. Teams are responsible for the security of their assigned dressing rooms.

Sportsmanship

Team Officials will be held responsible for their conduct as well as the conduct of their players and parents on and off the ice, which includes the arena facilities and parking lot areas. Team Officials are responsible for ensuring that all players on their roster are aware of the rules governing this Tournament.

Handshake

At the END OF THE GAME, teams will line up at center ice for the handshake prior to leaving the ice.

**THANK YOU to all the Teams and their Families!
HAVE FUN!**

