

NIAGARA FALLS CATARACTS ADULT HOCKEY TOURNAMENT

Tournament Rules (2024)

“Safety is the first priority at the Niagara Falls Cataracts Adult Hockey Tournament.
CARHA rules will apply with additions and exceptions as outlined below”

1) Game Eligibility:

- a) All players must be at least 20 years old in the Recreational divisions and 35 years old in the Oldtimer divisions. Goalies can be 5 years younger in Oldtimer divisions. These ages are as of the 1st day of the tourney.
- b) All players except goaltenders must participate in at least 2 of the team’s first 3 games to be eligible to play in the championship game.

2) Equipment:

- A) CSA approved helmets for players and face masks (or cages) for goaltenders are **mandatory**.
- B) All skaters **MUST** wear, at a minimum, a **half shield** while on the ice. A full face shield and neck guard are strongly recommended. Players who do not have, at least, a half shield on their helmet will not be permitted on the ice

3) Length of Games: Games will be two “15 minute” periods (stop time) with a three minute warm-up.

4) Icing: The Defensive Blue Line is used to call icing.

5) Mercy Rule: If there is a goal spread of 5 or more goals with 5 minutes or less remaining in the last period, the clock will run. If the spread becomes less than 5 goals, the clock will still run.

6) High Sticking the Puck is a stoppage of play and face off at the point of the infraction.

7) Match Penalties or Game Misconducts:

- a) Any Major/Match penalty (5 minute penalty) means the player (including goalies) is prohibited from playing further in the tournament – he gets 5 minutes + game + tournament. If a goalie is forced to leave a game due to penalties and if a second goalie is not dressed, the team must finish the game with one of their skaters in goal or forfeit the game. This player is subject to rules governing goalkeepers play and equipment.
- b) An accidental high stick is a double minor penalty (4 min.) and the player remains in the game.
- c) Any player assessed a misconduct penalty for abusive behavior towards an official in the last 5 minutes of a game will be suspended for his team’s next game in the tournament.
- d) Any player assessed 3 penalties in one game will be given a game misconduct, but may continue playing in the tournament. This rule also applies to goalies.

8) Body Checking and Slap Shots: Body checking, slap shots and “fake” slap shots are not permitted. A minor penalty will be assessed and if a player is injured, a major penalty will be assessed and the penalized player will be expelled from the game.

9) Rough Play: Any team displaying unnecessary rough play will be warned once and, if this warning is ignored, the team will be expelled from the tournament and will not be invited back another year.

10) Disputes: All decisions pertaining to interpretation of the rules shall be made by the tournament committee. All decisions made by the committee shall be final.

(Go to Next Page for Tie Breaker Rules)

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Tournament Rules (2024) – Tie Breakers

METHODS TO DECLARE GROUP STANDINGS IN ROUND ROBIN PLAY

1. Each group will play a round robin series. 2 points for a win: 1 point for a tie. Most points places higher.
2. If 2 teams are tied, whichever team won the game played between the two teams, places higher. If 3 or more teams are tied or in a six team division, this rule does not apply (Go to rule 3).
3. If two or more teams are still tied, the team with the greatest goal spread, places higher. The goal spread is defined as the difference between goals scored by a team against all other teams and goals scored against that team by other teams. Note: To discourage blow out games, the maximum goal difference for any single game is 5 goals per game.
4. If two or more teams are still tied, whichever team(s) have the fewest penalty minutes over 18 minutes during the preliminary round will advance. Each team will be permitted an 18 minute Freebee. That averages to 6 minutes a game. This will give your team “0” minutes for the purpose of breaking a tie.
5. Highest Quotient: If two or more teams are still tied, it is goals for divided by goals against. The team with the highest quotient advances. Note: Teams with a zero goals against will use a divider of 1. The Formula is “GF/GA”. Example: If a team has 6 goals against and 11 goals for, quotient is $11/6=1.83$.
6. If two teams are still tied, whichever team scored the first goal in the game between the two tied teams, places higher. If 3 teams or more are still tied, this rule does not apply.
7. If still tied, the Tournament Committee shall determine standings. If it comes down to a coin toss between 2 teams then the winner of the coin toss places higher. Coin toss for 3 tied teams = If the toss is for 1st place, the odd man is out, and the other two teams toss for 1st and 2nd. If the first toss is for 2nd place the gets odds places higher.

DECLARING WINNERS IN CHAMPIONSHIP FINALS

The following format will be used for sudden death overtime.

- There will be a series of 1-minute top time segments of decreasing player power.
- Each minute starts with a face-off and ends with a timekeepers signal.
- Face-offs occur where the play stopped and the 20 second face-off rule will still apply.
- Unlimited substitution (including goalies) will be allowed (“on the fly”, at referee whistle stoppages, and at the end each minute segment).

Format:

- There will be three segments in the overtime format:
 - 1st minute: 3 on 3 plus the goalie or substitute
 - 2nd minute: 2 on 2 plus the goalie or substitute
 - 3rd segment: 1 on 1 plus the goalie or substitute
- The third segment will continue until a goal is scored with no further stoppage in play by the timekeeper.

Overtime Penalties:

- If a minor penalty has been called with less than 2 minutes left in regulation time and score is tied, the minor penalty will carry over into the overtime and will be served to a maximum of 1 minute (stop time) (at the start of overtime the penalized team starts with 2 skaters).
- If a major penalty has been called with less than 5 minutes left in regulation time the score is tied it will also carry over into the overtime to a maximum of 2 minutes (stop time).
- If a penalty is called at any point during “player reduction” overtime, a penalty shot will be awarded to the non-offending team even if that team is already short handed. If no goal is scored, the overtime will continue with the above format.
- In overtime when a penalty (shot) is called, if the goalie is on the bench he shall be allowed to return to defend the penalty shot but then immediately return to the bench if **NO** goal is scored