



## Specific Rules – Novice Category

### Team Registration

Before your first game, each team have to present themselves to the Caroline Ouellette Girls Hockey Celebration registrar to verify your game sheet and confirm the jersey colour of your team for the game.

In conformity with article 9.10.10 of the administrative rules of Hockey Quebec, a verification binder is required and have to contain the following elements:

- Registration form of the team with signatures from the players and the appropriate accreditation approved by a regional registrar.

***\*The teams formed by the individual registrations for the Celebration are not required to abide by these rules. Those players have to come to the registrar by the ice surfaces entrance(2<sup>nd</sup> floor) before every game they play.***

Colour of the jersey: The home team will wear the dark coloured jersey and the visiting team the light colour jersey.

**Exception: When playing against the mini-canadiennes, mini-stars, mini-sky or mini-axion. You will have to wear a different colour jersey than these teams. (These teams only have 1 colour jersey)**

### Specific rules concerning the time of play

- 4 on 4 playing format
- The game protocol will be as follow:
  - o 2 minute warm-up
  - o 1<sup>st</sup> period: 21 minutes
  - o pause for teams to switch sides
  - o 2<sup>nd</sup> period 21 minutes
- There will be a regular face-off at the beginning of each period only.
- No physical contact or body checking are allowed.
- There will be no off-sides or icing.
- Time on ice will be at the interval of 1:30 interval. A buzzer will announce players substitutions.
  - o Time will be played in a continuous fashion during both 21minute periods.
- At the sound of the buzzer, players must leave the puck where it is and leave the ice. The referee will grab the puck and position themselves at center ice.
- If a team has less than 8 players, players will alternate to do two consecutive shifts to ensure four players are on the ice at all times.
  - o Each player designated to remain on the ice for the next shift must still go back to the team bench before returning to play.
  - o Coaches must ensure ice time is shared equally between the players.
- Play will resume with a quick faceoff:
  - o As soon as one player of each time arrives, the referee will put the puck in play.
  - o Other players can join the play as soon as they arrive off the bench.
  - o It is recommended for coaches to have players come off the bench first before the changing players come off the ice so players can join the play quickly during the game.

## **Change of Possession**

- When a goaltender freezes the puck, the referee will whistle to indicate to the offensive team to back up, and the defensive team to take the puck to transition into offence.
- If the puck goes out of play, the team in fault gives us puck possession and has to retreat. The referee will give the puck to the other team to activate the play once again.
- After a goal, the referee will whistle to indicate to the scoring team to retreat and the defensive team will start with the puck to transition on offense.

## **Specific rules concerning penalties**

- Minor penalties are called by the referee who will raise the arm to indicate that a penalty will be called. The referee will whistle when the team who committed the infraction takes possession of the puck.
- Each penalty results in a penalty shot under player backpressure.
  - o The player on which the penalty was taken will take the penalty shot, starting at center ice.
  - o All other players must position themselves 3 meters behind the shooter.
  - o All players leave on the referee's order.
  - o If a goal is scored or if the goaltender freezes the puck, the rule of possession change applies. If not, the play is live immediately.
  - o If the penalty is called at the end of a 90 second shift, the penalty shot will be taken without pressure while the other players complete the change. The play will resume with a quick faceoff at center ice.
- There will be no numerical disadvantage and the player committing the infraction will not serve two minutes in the penalty box.
- If an infraction requiring a player to be ejected from the game is called (Match penalty, major misconduct), that player will be removed from the game. The referee will fill out a game report about the incident.

## **Players' Benches**

Teams will have to share the same bench and will have their own access to the ice.

## **Shootout**

- After each game of the tournament, if there is still a tie in between two (2) teams, the coach will send a player to try to beat the opponent's goaltender, and there will be no need to inform the referees of the order of the three (3) players.
- In the eventuality of a persisted tie in the first round, the coach will designate one player at a time to participate in the shootout. Every player, except the goaltender, has to participate in the shootout before a player attempts for a second time.
- A player that takes a penalty at the end of the second period is admissible to participate in the shootout.
- The shootout will take the following format:
  - The home team has the choice if they want to start or not the shootout.
  - After this choice, the designated team sends their first player to attempt the shootout on the Opponent goaltender. And then the first player of the other team will do the same and repeat
  - until three players from each team has gone to end the first round.
  - The choice of the coach does not represent the order in which the players have to go in the shootout.
  - The rules of shootouts apply.
  - The shots will be done one after the other and no two shots can be taken on the same goalie.
  - The team with the highest amount of goals scored in this completed round will win the game.

- When a second or third round is deemed necessary to break the tie, the order of the players will be left to the coach and does not have to respect the order of the first round. Then, at each turn, every player that finishes the game will have to participate in the shootout before a player goes for a second time. The game will end when the tie is broken, after a player from each team has taken a shot on net.

### **Tie-breakers (ref.: article 9.8 administrative rules)**

If there is a tie in the rankings between multiple teams, every team in this situation are subject to the following points, as long as the first team in between them has not yet been determined.

As soon as the rankings of the first team is determined, the process will restart at the first stage (A) to rank the other teams in draw situations.

The ranking will be determined with these following criteria's:

- A. The Highest amount of victories in regular time
- B. The least amount of losses
- C. The result of the game in between the two teams involved (victory)

Note 1: Only applies to teams who played against one another in the same divisions.

- D. The best goal differential: total goals for minus total goals against for all games played
- E. By random draw

### **The two Novice divisions**

Teams will be divided into two separate pools named: Pool CCM and Pool Hockey Quebec.

### **Finals**

We will have two finals in this category. A final for each division.

### **The teams per divisions**

#### **Pool CCM**

Husky Chaudière-Ouest  
 Intrépide Laval  
 Mini-Stars  
 Mistral Laurentides  
 Canadiennes de Montréal 2  
 Pionnières de Lanaudière

#### **Pool Hockey Québec**

Mistral Laurentides 3  
 Husky Chaudière-Ouest  
 Braves Mercier.  
 Canadiennes de Montréal 3  
 Phoenix Vaudreuil-Dorion  
 Lionnes du Richelieu

Félines du Richelieu  
 Mini-Sky  
 Mystiques Laval  
 Mistral Laurentides 4

Thank you for sharing this information with your coaches and athletes.