

# **RULES for 2026 Moose Jaw Carpet One Mavericks Classic**

Welcome to the 2026 Moose Jaw Carpet One Mavericks Classic!

All players must be listed on the official roster provided prior to the tournament start. The tournament coordinator must approve any changes to the tournament roster

This tournament is a SHA Sanctioned Tournament. All Saskatchewan Hockey Association Rules and regulations apply

All referees are SHA Carded Officials

MJMHA has a strict Zero Tolerance policy regarding abuse of any type of official of this tournament. The penalty reported for 11.1, 11.2, 11.4 and 11.5 will double for coaches and players who are penalized and reported under these rules when a green arm band official is targeted

Coaches and Managers and PLAYERS are responsible for keeping dressing rooms clean

All teams are to be ready 15 minutes prior to their scheduled start time, as games may start 5 minutes early.

If any problems or concerns arise during the tournament, please contact:

**Kailey Anuik 1-306-630-6998/ Karla Hanson 306-631-7144/ Ashley Buyer 306-339-7672**

**Scorekeepers** please send Karla (306-631-7144) a picture of the score ASAP after the game if games are not at Bert or Wally completed scoresheet remain in the scorebox until end of day, if games are at Bert or Wally, return scoresheet to tournament office ASAP

For player of the game scorekeepers please announce them as "Babich Farms Player of the Game over the mic if there is one. Player of the game will be chosen by their own team's coaches

## **Games - U7 Division**

- There will be a 3 min warm-up with 2 - 20 min straight time periods
- Timekeeper will buzz the horn every 2 mins for line changes
- 2 games going at once, teams playing each other will share a dressing room.

## **Games - U9 Division**

- Warm-ups will be 3 mins in length (pucks will be provided).
- There will be 1 minute break in between periods.
- All periods will be run time with a timekeeper to buzz the horn every 2 mins for line changes.
- One 30 second timeout is allowed per game.
- There will be a flood after each game
- All games to follow the Continuous Play and Change of Possession model:
- A face-off will take place at the start of each shift
- Continuous play will be stopped in the event of an injury.
- Puck shot out of play: Defending team backs off and non-offending team gets possession.
- Goalie freezes puck: Attacking team backs off and defending team gets possession
- Goal scored: Attacking team backs off and defending team gets possession

## **\*\*Modified 3 Goal Rule- U9 B and C\*\***

There will be a Modified 3 goal rule in effect for the entire tournament including playoff games for U9 B+C (player can only score a maximum of 3 goals) in 1 game.

If the player's team is winning or tied, every goal she scores after 3 goals will not count. Play will be whistled down and the defending team will take possession of the puck.

If the player's team is losing, any player on the losing team can score more than the allotted 3 goals until the score is tied

## **Games- U11 B and C Divisions**

- Warm-ups will be 3 mins in length (pucks will be provided).
- There will be 1 minute break in between periods.
- All periods will be run time
- One 30 second timeout is allowed per game.
- Clock will stop only in the third period if the game is within 6 goals.
- No floods in between periods during the games.
- There will be a flood after each game.
- All Minor Penalties will be 3 mins in length for U11.

## **Games – U13/U15/U18 Divisions**

- Warm-ups will be 5 mins in length (pucks will be provided).
- Floods will happen after every 2nd Period
- 1st and 2nd will be straight time and 3rd Period will be stop time unless the goal deficit is 6 or more

- One 30 second timeout is allowed per game.
- The clock will be stopped to put up penalties if necessary during straight time.
- All minor penalties that start in run time are 3 min, and 2 Min if starting in stop time.

### Round Robin Games

**U7 (45 min game)** - 3 min warm up; 2-20 min straight time

**U9 (60 min game)** - 2 - 24 min run time periods with 2 minutes shifts (60 min allows for warm up and board set up and take down)

**U11 B +C Division** (60 min game) – 15-15-20 minute run time period lengths

**U13 + U15 + U18 Divisions** (90 min game) – 20-20-20 (1+2nd straight time and 3rd period stop time unless the goal deficit is 6 or more

All round robin games 2 points are awarded for a win, 1 for a tie and 0 for a loss

### Playoff Games

**U9** 2 - 24 min run time periods with 2 min shifts (60 min allows for warm up and board set up and take down)

**U11 B+C Playoffs** 15 –15 - 20 minute run time period lengths (5-minute medal presentation). The clock will be stopped for the last 3 minutes of each playoff game!!

### U13& U15 & U18 Championship Game

1st+ 2nd Periods straight time and 3rd period stop time if score is within 6 goals. Flood after 2nd period.

### Tie in Standings

To determine the team's standing in the event of a tie following the round robin play the following shall be used

Head to head game winner will place ahead.

If still tied, the team with the better win/loss record will place ahead.

If still tied, the best goal average will be used and calculated as follows: Total number of goals for divided by the total number of goals for and against (as per SHA tie breaker rule 3.08.01). The highest percentage will place ahead.

If still tied, the team with the lowest penalty minutes will place ahead.

If still tied, a single coin toss will determine the higher seeded team.

There will only be a 6 goal differential posted on the score clock at all times in U9/U11

### If game ends in a tie:

**For Round Robin Games** Ties will remain as ties.

### For Playoff Games U9/U11 B+C if tied at end of 3rd

Each coach will select three shooters (players serving penalties are allowed to shoot unless serving a 10 min/game misconduct or match penalty)

The team with the most goals wins.

If still tied after first three shooters, the shootout will continue in a sudden death format. All players (excluding goalies) must shoot before a player can shoot a 2nd time

### For Playoff Games U13+U15+U18

5 Minute stop time 3 on 3 overtime period. If overtime ends in a tie;

Each coach will select three shooters (players serving penalties are allowed to shoot unless serving a 10 min/game misconduct or match penalty)

If shootout ends in a tie, the shootout will continue 1 vs. 1 until a winner is decided. No player may shoot again until all players have shot.

If a team is penalized in overtime, play will revert to 4 on 3. Amount of players will revert back to 3 on 3 at the next whistle following the penalty.

The Player of the Game recipients (**sponsored by Babich Farms**) will be selected by their own coaches following each game. Teams are asked to line-up on their blue line after the handshake.

### Penalties

**Minor** – 3 minutes (run time); 2 minutes stop time

**Major** – 5 minutes

**Misconduct** – 10 minutes or game. If game misconduct received with less than 10 minutes remaining in game the player will also sit out the following game.

**Match Penalty** – Suspension and review by tournament committee. A match penalty should be assessed for any deliberate attempt to injure (ie. spearing, butt ending, slashing etc.)

When a player is assessed three minor penalties for "stick infractions" in the same game, player will be assessed a game ejection penalty – Rule 4.8 (b) (i). Stick infractions include Butt-ending (9.1); Cross-checking (9.2); Slashing (9.3); Spearing (9.4); Highsticking (9.5) • When a player is assessed three minor or double-minor penalties for Rule (7.6) head contact in the same game, the player will be assessed a game ejection penalty – Rule 4.8(b) (ii)

Any player who is assessed a Game Ejection penalty will be removed from the game and ordered to the dressing room for the remainder of the game. No time will be recorded on the Official Game Report against the offending player for a Game Ejection penalty. A substitute for the penalized player will be permitted immediately.

**U9 penalties** - Penalties will be served the remainder of the two-minute shift. If a player receives a penalty they are sent to the players' bench and the game plays on. Penalties will last for the remainder of the shift or until the opposing team scores a goal.

**There will be Zero Tolerance when it comes to abuse of an Official, Coach, Parent & especially players. The tournament committee reserves the right to remove any parent, coach or team from the tournament for any abuse or unacceptable conduct.**

Our rinks are an air horn-free facility.

### Jerseys

Please check with the Opposition team prior to getting dressed.

If both teams have 2 sets of jerseys, Home team will wear dark jerseys and Away team will wear light jerseys

