

SALAAM CUP® TOURNAMENT RULES AND REGULATIONS:

updated June 2011

GENERAL INFORMATION:

All Pool A teams will play THREE round robin games STOP TIME and will be ranked based on their points, head to head, goal differential, goals for etc.

All EIGHT Pool A teams will make the playoffs.

All Pool B teams will play THREE round robin games RUN TIME and will be ranked based on their points, head to head, goal differential, goals for etc.

The top EIGHT teams out of the TWELVE teams in Pool B will make the playoffs. The bottom 4 teams (ranked 9 through 12) will not make the playoffs but will play a "friendly" game with no playoff implications (#9 vs #12, #10 vs #11).

Relegation Match: The bottom team in Pool A will play a "relegation match" against the top team in Pool B before the playoffs begin. The winner of this game will end up in Pool A for the playoffs (ranked #8), while the loser will end up in Pool B for the playoffs (ranked #1).

Please remember: all players and fans MUST have wristbands to enter the Arena (players must bring I.D. and may be requested to identify themselves in order to register and receive a wristband, while fans will pay \$2 to obtain a wristband).

Any player that loses their wristband or it breaks off will have to show their I.D. once again to receive another wristband, as well as a \$5 fee.

RULES AND REGULATIONS:

- Hockey Helmets & Hockey Gloves are MANDATORY - no exceptions
- This is arena ball hockey: hard boards, hard plexi-glass, hard concrete surface and fast & tough ball hockey players can result in serious head injuries without a CSA-approved hockey helmet!
- Referees will NOT allow any player to play without these two requirements
- Waiver forms must be signed by each player during the registration stage in order to have full privileges to participate in the tournament. Each player will be given a wristband that MUST remain on the player's wrist for the duration of the tournament. There will be ongoing checks of each player that is to play during the duration of the tournament. Any player that is found participating without a wristband may be subjected to a fine and / or a suspension and the team may be assessed a fine and / or a suspension or a defaulted game.
- These rules and waiver forms are binding contracts in where each player is expected to adhere to. Failure to do so will result in severe reprimanding by the Tournament Directors.
- All players MUST be of the Islamic Faith. This also includes newly converted/reverted Muslims. Non-Muslims are not permitted to participate in the Tournament.
- Each player must wear appropriate attire. Tournament directors have the authority to reprimand any individual wearing clothing that is deemed rude or offensive in any way
- Players must be distinguishable during games with their own number. If this isn't possible, pinnies are distributed and are required to be worn during the games
- No plastic blades allowed
- Goaltenders are required to be fully fitted with complete goalie equipment. Only CSA-approved goalie helmets allowed!

- All other padding and protection (ie. jock, elbow, shinpads etc.) are highly recommended
- A hard OBHA regulation orange ball to be used
- It is up to the referee's discretion on whether or not to allow helmet and gloves-sharing among teammates during a game
- Referees have the authority to disallow participation of any players that are in violation with equipment policies
- Any type of jewelry (necklaces, rings etc.) are totally prohibited during game play
- Only registered players are allowed to participate in the tournament; if a team is caught with 'illegal' players, tournament directors have the right to fine or disqualify the whole team from competing
- Dressing rooms are provided to each team before their games. The Captain is responsible for the upkeep of the room and the return of the keys or else a fine may be imposed.
- Please note that if a formal complaint has been filed in regards to a team carrying illegal players, tournament directors hold the authority to conduct an investigation before, during or after any game whereby each and every player must possess necessary documents to prove that they do in fact belong on the roster. Such a complaint will cost the plaintiff \$100 as the tournament directors will have to take out valuable time during a hectic tournament to cater to your investigation request. Also take notice, that the organizers have the choice on whether or not to pursue such a complaint.
- There is NO video-replay where goals are concerned either during the game or after the game, whatever the referees decide during the game is official.

Floating blue-line rule in effect

- whenever an offensive team gains the blue-line successfully, the red-line then automatically becomes the blue-line
- the defensive team will have to then clear the ball across the red-line in order for the offensive teams to clear the zone

ROUND-ROBIN GAMES:

- Captains are responsible for bringing their team on time to each game. **BE CHANGED AND READY TO PLAY 30 MINS BEFORE THE START OF YOUR GAME.** Please note: sometimes the Tournament ends up being ahead of schedule. If this occurs, teams are required to play once the game before theirs is finished (we will not wait for the scheduled start time).
- Minimum amount of players (6) must be present (goalie not necessary) at each game.
- If a team is incomplete, the time will start to run-down. Once 5 minutes has run off of the game clock, the late team will be forced to forfeit and default the game.
- Any team that shows up to the game with an insufficient amount of players and then has the appropriate amount after the time has started to run down will be assessed a 2-minute penalty for Delay of Game.
- **ANY TEAM THAT FORFEITS A GAME FOR ANY REASON WILL LOSE THAT GAME BY A SCORE OF 4-0. THE TEAM THAT FORFEITS THE GAME WILL ALSO BE CHARGED A FINE OF \$100 THAT MUST BE PAID BEFORE THE TEAM'S NEXT GAME. FAILURE TO DO SO WILL RESULT IN THE TEAMS DISQUALIFICATION FROM THE TOURNAMENT.**
- Each team is responsible for their own water bottles
- Competition will be 5 on 5 hockey
- Each Round-Robin game is 2 halves of 15 minutes running time in Pool B and 2 halves of 15 mins stop time in Pool A
- Pool B: There is only stop time in the last 30 seconds of the 2nd period of all round robin games IF AND ONLY IF the goal differential is TWO goals OR LESS

- Each team captain must sign-in all players for each game with their jersey/pinnie number and name
- Each win for a team is rewarded 2 points, 1 point for a tie and 0 for a loss.
- Round-robin games ending in a tie will stay as a tie and each team rewarded one point. NO OVERTIME OR SHOOTOUTS IN THE ROUND ROBIN.
- Referees have the full authority in calling each game
- As games are completed, the next game will be started so teams should be prepared for this due to time constraints
- Icing in effect - Please note that it will be NO-TOUCH ICING
- **One time-out per team per game in the Round Robin**
- **POOL B: Mercy rule in effect: if a 5-goal spread at any point during the game has been reached, the game is over.**
- **POOL A: Mercy rule in effect: if a 5-goal spread at any point during the game has been reached, the game becomes run-time until and will go back to stop time if the goal spread gets back to 4 goals or less.**

Standings in tournament dependant in order of preference:

- points accumulated
- head to head record
- goals-for vs. goals against differential
- goals-for scored
- team penalty minutes (team with less penalty minutes will be favoured)
- coin toss

PLAYOFF GAMES:

- Captains are responsible for bringing their team on time to each game. **BE CHANGED AND READY TO PLAY 30 MINS BEFORE THE START OF YOUR GAME.** Please note: sometimes the Tournament ends up being ahead of schedule. If this occurs, teams are required to play once the game before theirs is finished (we will not wait for the scheduled start time).
- Minimum amount of players (6) must be present (goalie not necessary) at each game or time will start to run-down.
- If a team is incomplete, the time will start to run-down. Once the first half has reached the 5-minute mark, the late team will be forced to forfeit.
- Any team that shows up to the game with an insufficient amount of players and then has the appropriate amount after the time has started to run down will be assessed a 2-minute penalty for Delay of Game.
- **ANY TEAM THAT FORFEITS A GAME FOR ANY REASON WILL LOSE THAT GAME BY A SCORE OF 4-0. THE TEAM THAT FORFEITS THE GAME WILL ALSO BE CHARGED A FINE OF \$100 THAT MUST BE PAID BEFORE THE TEAM'S NEXT GAME. FAILURE TO DO SO WILL RESULT IN THE TEAMS DISQUALIFICATION FROM THE TOURNAMENT. FINES WILL CARRY OVER TO NEXT YEAR'S SALAAM CUP UNDER THE NAME OF THE TEAM AND TEAM CAPTAIN(S)/ORGANIZERS.**
- Each team is responsible for their own water bottles
- Competition will be 5 on 5 hockey
- Each game is 2 periods of 15 minutes STOP time
- Referees have the full authority in calling each game
- Icing in effect - Please note that it will be NO-TOUCH ICING
- Each team captain must sign-in all players for each game with their jersey/pinnie number and name
- Medal round games ending in a tie will have a best of 3 shootout only. NO OVERTIME.
- Final championship games ending in a tie will have a 5 on 5, five-minute stop-time overtime period. If the game is still tied, then a best of 5 shootout period. Please

note: Multiple overtime periods may be played before the shootout pending on time availability at the discretion of the organizers.

- In the shootouts, if one team completes going through its roster than the other team, the team with the larger amount of players has the choice of starting from the beginning of its roster as well
- Each game is do-or-die, you lose, you are eliminated
- Mercy rule in effect: if a 5-goal spread at any point during the playoff game has been reached, the game will become run-time until and unless the losing team makes it a 4-goal spread or lower.
- **Each team has one time-out per game.** If the game goes into overtime (for the championship games), each team will receive one additional timeout (no carry-over of timeouts from regulation time).
- Due to time constraints or flexibilities, some aspects of game format may be adjusted BY THE ORGANIZERS AND TEAM CAPTAINS WILL BE INFORMED OF ANY CHANGES THAT ARE MADE.

CONDUCT & DISCIPLINARY ACTION:

- All professional OBHA hockey penalty calls are in effect
- Each penalty ranges from 2 minutes and up
- Any player accumulating 6 minutes in penalties in one game will result in an automatic ejection from the game
- Fines and suspensions are also administered by tournament directors and must be paid up before the team plays the next game. Failure to pay the fine will result in the team's forfeit and further forfeit charges will apply.
- Swearing, lewd conduct and aggressive behaviour will be severely dealt with during game play and can lead to minor penalties, misconducts or game ejections according to the referees discretion only
- Any type of movement of the hockey stick above the shoulders (even if just swatting the ball out of the way) will result in a 2-MINUTE penalty - regardless if its a Round Robin game or a Playoff game
- If a player slides or dives for a ball to swat it out of the way for any type of defensive maneuver and it results in the ball-carrier to fall due to the slide or the tripping over the stick REGARDLESS if the ball was knocked away first or not, a 2-minute penalty for interference is assessed.

Delay of Game

- If a defending player puts the ball directly out of play from his own zone (Blue line to end boards) intentionally without touching someone else's stick or the glass itself then he will be assessed a 2-minute Delay of Game minor. This rule will be enforced by the referee's discretion
- If a goaltender clears the ball directly over the glass without touching someone else's stick or the glass itself intentionally or unintentionally, will be assessed a 2-minute Delay of Game minor.
- **ZERO TOLERANCE** - HIGHSTICKING WITH CONTACT: A 2, 4, or 5 minute penalty can be assessed, a game misconduct can also be added and fines & suspensions may be added by the both the referees or the organizers at their discretion.
- **ZERO TOLERANCE** - PUNCHES & PHYSICAL CONDUCT: Any on-floor punch-like action or physical conduct along these lines towards an opposing player will result in an automatic game ejection and can be reviewed by tournament management which MAY result in severe reprimanding such as a tournament expulsion.
- **ZERO TOLERANCE** - FIGHTING: any two teams involved in fighting and/or brawling will result in expulsion from the tournament and fines charged (two teams were ejected from the Salaam Cup 2008).
- **ZERO TOLERANCE** - BENCH CLEARING: Player(s) leaving the bench illegally during any conflict will be reviewed and may result in an automatic expulsion from the tournament and will be fined or suspended.

- **ZERO TOLERANCE** – ICING or END BOARDS INFRACTIONS: any players that are charging towards the boards to either negate an icing, execute an icing or just running for the ball, and a boarding penalty is assessed from that play by the referees, may result in either a 2, 4 or 5-minute penalty, and any game ejections upon referee discretion. Upon further review by the Directors and Officials of this particular incident, the player in question may be further fined, suspended or expelled from the tournament
- For any of the above on-floor incidents can be reviewed the Directors by convening with the referees and/or with the use of any video evidence available

SUSPENSIONS

Types of Suspensions

- Game Misconduct carries an automatic \$15 fine.
- Game Misconduct with 5-mins left in the run-time game or less carries an automatic 1-game suspension and a \$15 fine, but 2-mins in a stop-time game.
- Gross Misconduct carries a 2-game suspension and a \$25 fine.
- Match penalty carries a 3 game suspension and a \$35 fine.
- Double Match penalty or any Intent to Injure call carries an expulsion from the tournament and a \$50 team fine
- **any player who leaves the bench during any kind of altercation will be assessed a double-match penalty.**
- **if a player is involved in any altercation after the game, or outside the rink floor, or outside the arena, double-match penalties may be assessed and as well as a team expulsion**
- **If any player touches a referee, game official or member of management in an assaultive manner will be banned from participating in the Salaam Cup indefinitely and a \$50 team fine will be assessed.**

APPEALS

- There will be no room for appeals at all during the tournament as the Directors' decision will be final.

SCHEDULING & DRESSING ROOM ALLOCATION

- The schedule is final. It will not be changed whatsoever once the tournament starts on July 14th, 2011 (barring any extreme, unforeseen circumstances under the decision of the Salaam Cup Directors).
- Dressing rooms need to be vacated immediately after the conclusion of your game in order for the next team to utilize the room. Organizers will try and accommodate teams whenever possible (eg. a team has two games close together in the schedule), but this is not mandatory.
- Remember: dressing rooms are a privilege, not a right.

JERSEYS AND PINNNIES:

- Each team is responsible for colour-coordinated jerseys with numbers which have to correspond to the numbers on your roster for identity and stats-tracking purposes
- If two teams in the round-robin possess the same or similar colour scheme, pinnies will be administered to the team that has more different jerseys than the other as per the referee's discretion

- If two teams in the round robin possess the same or similar colour scheme and all players have a full set of coordinating jerseys, then a coin-toss will determine which team will be administered the use of pinnies
- In the playoffs, the higher seeded team will always have the choice in wearing pinnies or not if they are facing an opponent with similar or same coloured jerseys.

OTHER INFO:

- Salaah prayers are conducted throughout the day and it is mandatory that all Muslim players participate in these prayers.
- All garbage should be put in their appropriate bins in order to maintain a clean atmosphere. Please pick up after yourself!!
- For courtesy purposes, smoking is not allowed within 30 feet of all entrance doorways of the arena
- Washrooms and dressing rooms are provided for your convenience, please maintain a clean environment at all times by cleaning up after yourself!! Failure to do so will result in these privileges being taken away and you have to dress and go to the washroom elsewhere.

NON-PLAYERS and SPECTATORS:

- Each team will be responsible for their own fans. If their fans cause any trouble then either a penalty, suspension to the captain or fines can be assessed. Any fans causing trouble will be expelled from the arena grounds by security. All fans must have wristbands to enter the building
- **Only 3 non-players allowed at each bench during the games, other individuals MUST sit in spectator seating area**
- Fans are not allowed whatsoever in front of the dressing room areas, behind the bench areas nor at the glass areas behind each goaltender. They will be promptly moved and escorted either to the spectator seating area or outside the rink.
- Ideas and suggestions for next year's tournaments are more than welcome, please see the tournament directors
- It is encouraged that all teams try and stay for the championship finals
- Spectators must be reminded that the orange ball can travel into the crowd at a high rate of speed and are required to give their full attention during game play
- All garbage and refuse should be put in their appropriate bins in order to maintain a clean atmosphere. Please pick up after yourself!!
- For courtesy purposes, Smoking is not allowed within 20 feet of all entrance doorways of the arena

