



## GENERAL RULES

### OBJECTIVE

The Classique Montréalaise is organized by Evenko in the context of Montreal's 375th Anniversary celebrations.

### MANAGEMENT

The tournament is managed by Evenko and its organizing committee (the "Committee").

All matters and aspects not specifically mentioned in the Rules shall be transmitted and reviewed by the Committee. All decisions on the said matters will be final and binding.

The Committee reserves the right to add or nullify specific rules prior to the running of or during the event. Teams will be informed of such modifications upon their arrival at the Classique welcome/registration booth.

### DEFINITIONS OF CATEGORIES

For the purposes of these rules, the Committee defines the following four categories:

- The **Die-hard** category welcomes elite players who are vying for the title of Classique Montréalaise Champions. The category does not have any skill-level restrictions and is opened to both men and women players.
- The **Recreational** category welcomes recreational players who want to participate in a more relaxed, good-natured atmosphere. Players with Midget AA and over backgrounds are not admissible to this category. Otherwise, the category is opened to both men and women players.
- The **50 and over** category exclusively welcomes players over the age of 50 who want to participate in a more relaxed, good-natured atmosphere. The category is opened to both men and women players.
- The **Ladies** category exclusively welcomes female players who want to participate in a more relaxed, good-natured atmosphere.

### DATES AND VENUE

The Classique will be held on Saturday the 28th and Sunday the 29th of January at the Olympic Basin of Parc Jean-Drapeau. In the event of bad weather, the Classique will be re-scheduled for the following weekend, February 4th and 5th, still at the Olympic Basin.

### ELIGIBILITY

The tournament is opened to everyone (adult men and women, amateurs and pros).

Participants must be at least 18 years of age on the first day of the event.

Each team captain must officially reside in one of Montreal's 19 boroughs (proof of residency to be provided upon arrival at the event).

## REGISTRATION

- Registration is to be completed online on the Classique's website.
- Registration deadline is January 13, 2017 at 5 pm.
- Each team must be comprised of 4 players (maximum 6).
- Participants must provide all the requested information in the Registration form (captain only) and Risk Acceptancy form (all players), then make a one-time, credit-card payment of the required deposit amount. Incomplete forms or deposit payment will nullify the registration.
- Registration for the Classique is on a first come, first served basis. Confirmation of registration will be sent by email.
- Deposits will be reimbursed to each team captain at the Classique welcome/registration booth AFTER his/her team's elimination.
- Multiple registration by a player or team in different categories is not permitted.
- The Committee reserves the right to eliminate a category in the event of insufficient participants for the said category. Deposits for the affected teams shall then be reimbursed to their captains or applied, if desired by the team, to another category.
- In the event of terminal cancellation of the tournament due to bad weather conditions (after the optional weekend of February 4th and 5th), all deposits will be reimbursed to the teams.
- The Committee reserves the right to transfer a team from one category to another, either to balance out the number of teams per category or to adjust a team's categorization.
- All participants must read, understand and sign the Risk Acceptancy form.



## TOURNAMENT'S CREDO

The basic idea of the Classique Montréalaise is to have fun. All rules will be duly enforced, and no physical or verbal abuse, swearing or unsportsmanlike behaviour will be tolerated under any circumstances. Any player or team who disregards those rules may be disqualified from the tournament.

## EQUIPMENT

- All players must have his/her own skates and stick.
- Each team must have similarly-identifiable jerseys.
- All players must wear a protective helmet.
- Use of the following gear is optional, but still recommended: shin guards, gloves, helmet visor/facemask, knee guards, mouthpiece, elbow pads and protective cup.
- Use of the following gear is prohibited: shoulder pads, goalie equipment and stick.

- The Committee will determine the order in which the games will be played. The Committee reserves the right to modify the schedule if needed.
- All teams will play a minimum of two games, according to the double-elimination formula.
- Players must arrive at their game site on time (as indicated on the "Game Schedule" webpage prior to the tournament) and be ready to start. The Committee reserves the right to penalize (1 goal point per lost minute) or disqualify a team which is not ready to play at the scheduled time.
- The players listed on the team's Registration form are the only ones allowed to play for the said team.
- Referee calls are final. An official scorekeeper will supply pucks and keep track of goals and penalties.
- Games will last 30 continuous minutes, divided in two, 14-minute periods separated by a two-minute break.
- Goal nets will be 30 cm (12 in.) wide and 15 cm (6 in.) high.
- Game surface will measure 19.5 x 39 meters (64 x 128 feet) and be framed by small wooden boards.
- Intentional puck lifting passed knee height will result in a minor penalty and repossession of the puck by the opposing team.
- A puck thrown outside of the game surface by the last player to have touched it will result in repossession of the puck by the opposing team. The puck will be put back in play at the point closest to where it left the surface. Defence players must be at a minimum two stick-lengths distance from the restart point. Players are not needed to retrieve a stray puck. The official scorekeeper will provide a new puck for a quick restart.
- Apart for each period's initial face-off, players must distance themselves by a half-rink length from the opposing team after a goal is scored or a penalty given. The team who has been scored on must quickly place the puck at center ice and resume the game so that no time is lost.

## **GAME EXCLUSION**

An obviously intoxicated player will not be allowed to play and may be asked to leave the tournament.

The Committee reserves the right to exclude a player (or his/her team) from the tournament if he/she endangers the security or well-being of other participants, or if he/she displays an unsportsmanlike behaviour.

## **REFEREEING**

Referee calls are final and cannot be appealed.

Two minutes prior to the initial face-off, referees will call on both team to meet at center ice for customary handshakes and a brief reviewing of the main game rules.

Friendly handshakes are also prescribed at the end of each games.

## **PENALTIES**

### **Minor penalties:**

All minor penalties call for the repossession of the puck by the opposing team and a game restart from its side of the game surface.

A minor penalty will be called for:

- Puck contact over waist height
- Slap shots
- Body-laying in front of the goal net
- Stick-laying in front of the goal
- Any type of action resulting in a 2-minute penalty in traditional hockey (including but not restricted to): tripping, hooking, body-checking, interference, grabbing, etc.
- Any type of body-sticking

- Excessive roughing
- Puck-lifting over knee height
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At the end of the game, the team with the least penalties will be awarded one penalty shot per extra penalty accumulated by the other team. Shots will be fired from center ice into an empty net.

A player who has accumulated an excessive number of minor penalties (how many?) will receive a formal warning from the referee, after which he/she may get a major penalty and be expelled from the game.

**Major penalties:**

All major penalties will result in an immediate expulsion of the involved player from the game. A team cannot accumulate more than one major penalty, or it will be expelled from the tournament. A major penalty will be called for:

- Any form of verbal abuse: shouting and swearing at another player, a referee or a game official, arguing a referee call
- Any type of action resulting in a major penalty in traditional hockey (including but not restricted to): slashing, cross-checking, excessive body contact, fighting, intent to injure

**GENERAL PUBLIC ADMISSION**

All spectators are welcomed to the games, free of charge.

**SCORING SYSTEM**

- 2 points are awarded for a win, 1 point for a draw and no point for a loss.
- A team forfeiting a game will result in: a 7-0 loss + 5 minor penalties, for a final count of 12-0.
- After a first loss, a team will play its second game against a winning team while after a first win, a team will play against a losing team. After the second game, the winning teams are the only ones to continue on in the tournament until the final outcome.

**WINNERS' PRIZE**

Final winners in each category will get one hour of ice time at the Bell Centre, in the company of Canadiens alumni.

Dates to be announced shortly