



11 au 21 FÉVRIER 2010

FEBRUARY 11TH – 21TH 2010

35^e édition

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RÈGLEMENTS ET INFORMATIONS

RULES AND INFORMATION

www.tpwbbsr.ca

L'INTERNATIONAL PEE-WEE B.S.R.

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WORD FROM THE PRESIDENT

It is our pleasure for me to welcome you to the 35th International B.S.R. Pee-Wee Tournament. 161 games are played over a period of 11 days. This year, we will have 100 teams from 9 different countries.

We hope that all the young players will enjoy these 11 days of Pee-Wee hockey. At the same time, we are confident that they will experience great hockey moments in beautiful Quebec City.

I would like to take this opportunity to thank all the members of the management committee, our partners and the many volunteers who, for the past 35 years, have helped make this tournament a success.

Good tournament,

Jeannot Demers
President

FROM FEBRUARY 11th TO 21th 2010

Sanctioned by Hockey Quebec and the Canadian Hockey Association

This document contains the rules, the procedures that participating teams must follow and some general information for the INTERNATIONAL B.S.R. PEE-WEE

N.B: The French version of this document takes precedence over the English version if they should be any differences in the texts.

RULES OF PLAY

The rules of play are those set out by the C.H.A. as well as Hockey Quebec. Body checks are forbidden.

Teams are guaranteed to play 2 games. 3 games for the following categories: the AA, the World Cup "Amitié" (CMA) and World Cup (CM).

All teams must have a minimum of 10 players and 1 goaltender in uniform for the AA, BB, CM and CC. For the CMA, A and B, all teams must dress a minimum of 8 players and 1 goaltender. A maximum of 17 players and 2 goaltenders can be dressed in all classes for each game. A maximum of 5 accredited persons are allowed behind the players' bench.

Home / Away : for the first game, the home team has been selected randomly. The first team on the schedule visits the second team on the schedule. For the second game, the winning team from the first game is automatically the home team. For the third and following games (Winner vs. Winner), the home team will be selected by the flip of the coin at the registrar's office. For the medal round (CM & CMA), the highest ranking team in the standings is automatically the home team.

Each game has three periods: the 1st and 2nd period are 10 minutes long and the 3rd is 15 minutes long. The clock is stopped when the whistle is blown. Each team has the right to take a 30 second time out (regulation time or overtime).

If there is a **7 goal differential** between the two teams **in the third period, the rest of the period** will be played without the clock stopping when the whistle is blown. If the losing team scores a goal and the differential is 6 goals or less, the clock will still continue to run when the whistle is blown.

The ice is resurfaced between the 2nd and 3rd period. There will be no breaks between the 1st and 2nd period. A minor penalty will be awarded to the team if a goaltender goes to the bench without the authorization of the referee.

At the end of the second period, teams will return to their respective benches. No player is to jump on the ice (the players already on the ice are to return to their team benches). The team will wait for the official's signal before retiring to their rooms. A penalty will be awarded to the team that does not comply with this rule [A88].

At the end of the game, teams are to return to their benches. If there is an altercation before the referee signals the teams to leave, a game misconduct will be awarded to the team's coach [D88].

OVERTIME RULES

For AA class only: if the game is tied at the end of regulation time, there will be a maximum of two overtime periods of 10 minutes with a 4 on 4 line-up (4 players and 1 goaltender) until a goal is scored to determine the winner. If at the end of the two 10 minutes periods, the game is still tied, there will be a shootout (see shootout rules). The goaltenders will keep the same sides of the ice rink for the first overtime period; they will switch sides every time another overtime period needs to be played.

For all other classes, if the game is tied at the end of regulation time, there will be a 5 minute overtime period with a 4 on 4 line-up (4 players and 1 goalie). The first goal scored in overtime ends the game. If at the end of the 5 minute period, the game is still tied, there will be a shootout (see shootout rules).

SEMI-FINALS AND FINALS RULES

For all classes except for AA, if the game is tied at the end of regulation time, there will be a 10 minute overtime period with a 4 on 4 line-up (4 players and 1 goaltender). If the tie persists, there will be a shootout. The first goal scored in overtime ends the game.

Classes	Regular games	Semi-finals and Finals
AA	Maximum of two overtime periods of 10 minutes, shootout	Maximum of two overtime periods of 10 minutes, shootout
CM & CMA	One overtime period of 5 minutes, shootout	One overtime period of 10 minutes, shootout
BB, CC, A & B	One overtime period of 5 minutes, shootout	One overtime period of 10 minutes, shootout

SHOOTOUT

The referee will ask the coaches to select 3 players for the first round. The 3 players from each team must shoot alternately. The choices made by the coach don't indicate the order in which the players must appear on ice to take their shot. If the game is still tied after 6 shots, the coach will select, one at a time, the players who will participate in the shootout. All players have to take part in the shootout (with the exception of goaltenders and ejected players) before any player can shoot again.

The host team has the choice whether to go first or not in the shootout. Teams will alternate sending a player to the shootout. The team that scores the most goals in the shootout will be declared the winner. The game finishes when the tie is broken, and after an equal number of players from each team has taken a shot at the goal. The goal which breaks the tie will be the only goal that is counted in the team's statistics.

INJURED PLAYER

The tournament is not responsible for any accidents involving the players or team personnel. Every team must have it's own insurance protection plan if they don't subscribe to Hockey Quebec's insurance plan (medical and dental protection, ambulance transportation).

If a player is injured on the ice, no team manager is allowed to go on the ice because a minor penalty or misconduct penalty will be awarded. The International B.S.R. Pee-Wee Tournament guarantees first aid services at all time.

Only personnel responsible for first aid may authorize the return of an injured player to the competition. Teams that have their own qualified medical personnel must present proof of their qualifications to the registration office. Tournament first aid services will support any medical personnel you already have.

DISCIPLINARY COMMITTEE

A disciplinary committee of 3 members from the management committee, an assistant or person in charge of the International B.S.R. Pee-Wee Tournament will operate during the tournament.

This committee has the responsibility of interpreting the rules of the tournament and on dealing with any conflicts that may occur during the tournament. It will also have the responsibility of giving out penalties. They will always inform the concerned teams. The committee has the power to suspend or disqualify any player or team manager who acts in a fashion contrary to the spirit of the sport, either on or off the ice. The tournament management reserves the right to interpret or change the rules detailed above at any time, and to inform the teams of the changes within a reasonable period.

Any team that gives false information relevant to its eligibility to the International B.S.R. Pee-Wee Tournament could see itself expelled from the tournament once the management becomes aware of this fact. A report of the incident will immediately be sent to the offices of Hockey Quebec.

PRELIMINARY QUALIFYING ROUND (CM, and CMA)

The standings in the preliminary round of the CM and CMA categories will be as follow:

- 1) The team accumulating the most points in the preliminary round :
 - a. 2 points for a win;
 - b. 1 point for a loss in overtime period or shootout;
 - c. 0 point for a loss in regulation time.

- 2) If a tie in the standings occurs between teams, standings are determined by the following criteria :

Once the position of a team has been determined in the standings, the procedure must be repeated from step "A" to decide other tied situations .

- a) The most wins;
- b) The least losses;
- c) The result of game(s) between the teams involved;
- d) The highest value for the following: difference between **Goals For** and **Goals Against** using all the games played;
- e) The fastest first (1st) goal scored in all the games played;
- f) Flip of the coin.

INSTRUCTIONS FOR TEAM MANAGERS

The tournament begins on February 12th, and the finals will be played on February 21th and 22th 2009.

Games will take place between 8:00 AM and 10:00 PM every day.

You must arrive at the registrar's office 1 hour and 30 minutes before your first game (except for the games scheduled at 08h00, you should not be there before 7 am), and one hour before all subsequent games. For the B.S.R. arena, the registrar is located in room #3. For the Aquarean, it is located on the 2nd floor, next to the restaurant.

When you arrive at the tournament, you will have to provide the following documents:

- a) League game schedule;
- b) Registration form for team members approved by the zone or league association registrars;
- c) Team's scoring sheets (five last games);
- d) Tournaments or travel permits;
- e) Proof of the coaches qualifications.

The tournament management permits the exchange of souvenirs before each game. We advise you to check beforehand with the other team manager at the registration office.

When teams agree to play an exhibition game, they must pay the fee to the person responsible for exhibition games.

Teams can take advantage of many services at the arena : reception camper for coaches and players, player's lounge, restaurant, first aid room, souvenir stand, bar (18 years old and over)

Other services available near the arena include: Hotel, Motel, Restaurant, Shop, Gas station, Hospital, Medical clinic, Physical Therapy clinic, Pharmacie, Shopping Mall, Bus services to Quebec City, Caisse Populaire, Bank, and automated teller machines.

IMPORTANT DATES TO REMEMBER

- January 1st 1997:** Players must have been born after this date in order to be eligible.
- December 15st 2009:** Deadline for submitting all documents to the tournament sent at the time of your acceptance: registration forms for team members & roster.
- December 2009:** The official schedule is sent to the teams.
- January 2010 :** Plan exhibition games.
- February 11th to 21th 2010:** TOURNAMENT

GENERAL INFORMATION

All documents sent by the tournament must be completed and returned in the period allowed. Failing to do so, a team could be refused acceptance to the tournament for not respecting the deadlines.

The registration form must be accompanied by the required amount of money.

Registration charges: Teams (A & B) from the Province of Quebec:	\$375.00 CDN
Teams (AA, BB & CC) from the Province of Quebec:	\$400.00 CDN
Teams from outside of Quebec (All classes):	\$500.00 CDN or \$450.00 U.S.

If a team withdraws after having been officially accepted by the tournament, it will automatically lose its registration fee.

All teams from outside of Quebec must send us a travel permit.

All players suspended from their league must wait out their suspension before they can play in the tournament.

It is very important that team managers have all necessary documents in their possession upon their arrival at the tournament.

All players must conform to the rules of their respective hockey federations regarding protective equipment.

The tournament retains the right to change the original scheduling of games. The teams involved in such a change will be given reasonable notice.

The International B.S.R. Pee-Wee Tournament and the Quebec International Pee-Wee Tournament are in direct cooperation. A single 'seal' for the players and trainers gives you access to the B.S.R. Arena, to the Charny "Aquaréna", to the Colisé Pepsi and the Charlesbourg Arpidrome.

www.tpwbsr.ca

On this web site, you will find up-to-date schedules, player statistics and a live video camera to follow the ongoing game.

GOOD LUCK TO ALL TEAMS!

The International B.S.R. Pee-Wee Inc.

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