



## Cash Island – Rules:

*\*Please read through the following information carefully\**

### **Tournament Rules** (will be updated regularly)

VIBHL Hosted – Cash Island Rules

#### **General**

For the integrity of the Sport, The VIBHL Cash Island Tournament will comply with the 2023 Canadian Ball Hockey Association (CBHA) Rulebook, with some specific modifications/rules/guidelines for this tournament.

#### **Mandated/Required Equipment for Players**

CSA (non modified and in good repair) approved helmet (Knapper brand helmets are approved for this tournament)

Ice/Ball Hockey/Lacrosse or similar style gloves based on the CBHA Rule Book

Ice/Ball Hockey Sticks in good repair. (No plastic or plastic street hockey style of stick is permitted, as per the CBHA Rule Book.

Any player who is 17 or younger must wear a full-face visor/cage (CSA Approved)

Recommended: Jock/Jill/Cup and Ball Hockey Style shin guards, CSA approved visors

Goalie Helmets/Face Protectors

All goaltenders must wear a non-modified and in good repair CSA approved helmet/face cage or mask. No “Cat’s Eyes” or Lacrosse style masks will be accepted.

#### **Rosters:**

For the integrity of the tournament all teams will be permitted a maximum roster size of 15 players and up to 2 goaltenders. Not 16 players and 1 goaltender.

Players may only play for only one team.

Goaltenders may play for only one team.

#### **Roster Submission:**

Rosters MUST be submitted to the VIBHL Cash Island Tournament point of contact no later than 11:59 pm, Sunday, February 11, 2024. The Point of Contact for this is Aidan Kulas and you are to use the email: [aidan@vibhl.com](mailto:aidan@vibhl.com)

#### **Roster Freeze:**

For the integrity of the tournament, a roster freeze will take place at 11:59 pm, on Monday, February 12, 2024.

### **Insurance/Waiver**

For insurance purposes any player/goaltender who will be attending and playing in this tournament, and who are not a current registered member of the VIBHL, MUST/SHALL fill out and sign the VIBHL Waiver Form prior to playing their first game.

### **Jerseys:**

All players MUST wear matching jerseys. This is non-negotiable! Numbers must be on the rear of the jersey. Should both teams wear colours which clash and may cause confusion, the VIBHL Tournament will provide a temporary set to the team identified as the Home team on the scoresheet. It is encouraged that if you have 1 Captain and up to 3 Assistant Captains that they are identified with a C and A respectively.

### **Forfeit Rule:**

Should a team forfeit any of their games then the opposing team will be awarded the game with a 3 – 0 score recorded on the game sheet.

Teams must have a minimum of 4 players and 1 goaltender or 5 players in order to start the game. Failing to do so results in a forfeit.

A 10 min grace time will be given for a team who may be late to start the game. The time used will be that of the Timekeeper. This is 10 min from the time we are scheduled to play or if running late the new adjusted time for running late. Failing to meet this time deadline will result in a forfeit.

Should, for whatever reason, teams get into penalty challenges and no longer can place 3 players and a goaltender or 4 players on the floor then the game shall be halted and called at that time, resulting in it being forfeited.

### **Round Robin Play**

Warm Up is 3 min.

Periods are 15 min (2 periods with teams starting in the opposite end and switching ends at half time).

Time between periods is 1 min.

**Tie Games** – Any games which are tied in Round Robin play shall remain a tie and recorded as such.

A 10 min grace time will be given for a team who may be late to start the game. The time used will be that of the Timekeeper. This is 10 min from the time we are scheduled to play or if running late the new adjusted time for running late. Failing to meet this time deadline will result in a forfeit.

Should, for whatever reason, teams get into penalty challenges and no longer can place 3 players and a goaltender or 4 players on the floor then the game shall be halted and called at that time, resulting in it being forfeited.

Time Outs – only one per game per team (60 seconds).

Mercy Rule – if a team is leading by 6 or more goals at any point in the game, the game will be called/final.

Player of the Game - How are players of the game decided? There will be two Players of the Game, per game: one from each team. The players will be chosen by the opposing team Coach/GM/Team Representative. This will be done at the end of each game.

Sportsmanship – At the end of each game it is expected for the teams to continue to show good sportsmanship and shake the hands of the opposing teams, the officials and then go to their respective Blue Lines for the announcement of the Player of the Game.

### **Play Off Rounds**

Warm Up is 3 min.

Periods are 15 min (2 periods with teams starting in the opposite end and switching ends at half time).

Time between periods is 1 min.

Teams must have a minimum of 4 players and 1 goaltender or 5 players in order to start the game.

A 10 min grace time will be given for a team who may be late to start the game. The time used will be that of the Time Keeper. This is 10 min from the time we are scheduled to play or if running late the new adjusted time for running late.

Should for whatever reason that teams get into penalty challenges and no longer can place 3 players and a goaltender or 4 players on the floor then the game shall be halted and called at that time, resulting in it being forfeited.

Should both teams and officials be ready before the scheduled start of the game and both teams are in agreement the game may start early.

Time Outs – only one per game per team (60 seconds). No time outs in the OT period.

Mercy Rule – if a team is leading by 6 or more goals at any point in the game, the game will be called/final.

Overtime – Should overtime be needed in the Play Off rounds, then there will be a Sudden Death (first goal wins) overtime period of 10 Min, keeping your own ends. OT will consist of 4 on 4 play action. A goaltender does not have to be one of the 4 players.

Shootout – Should the game remain tied at the end of Sudden Death, then there will be a “best of 3” shootout. Each goaltender will remain in their ends. The home team decides who shoots last. Each team will identify to the officials/scorekeeper 3 persons to shoot. All 3 on each team shall shoot and if the game is still tied then it will move to 1 player at a time from each team until either a goal is scored to break the tie, or every player has shot for each team. At that point then we start at the top of the order and continue until a goal is scored.

Player of the Game - How are players of the game decided? There will be two Players of the Game, per game: one from each team. The players will be chosen by the opposing team Coach/GM/Team Representative. This will be done at the end of each game.

Sportsmanship – At the end of each game it is expected for the teams to continue to show good sportsmanship and shake the hands of the opposing teams, the officials and then go to their respective Blue Lines for the announcement of the Player of the Game.

### **Protests**

There will be no protests entertained in this tournament. The officials and/or the Health-Safety Committee's say is final.

This is also the same for any suspensions given out during the tournament. There is no redressing/challenging the decision of the Health-Safety Committee.

### **Penalties/Suspensions**

Should a situation develop in which an official has to penalize a player or team/team official for serious incidents in which a suspension would traditionally be warranted. Due to the compacted time frame of this tournament, then the officials along with the Health-Safety Committee shall meet as closely to the end of the game involving the offending players at which time a decision will be made on what discipline if any will be directed at the player, team or team official.

Depending on the incident in which the player/team/team official is involved in, they may be suspended for the entire tournament depending on the severity of the offence.

### **Fighting Majors:**

Any player or team official who is identified as being guilty of a fight during the tournament shall be automatically ejected from the remainder of the tournament.

### **Officials:**

All officials who are officiating this tournament are officials in good standing with the VIBHL and have over two seasons officiating experience. Some of them have been officiating ice/ball hockey for over 47 years.

This tournament will utilize a two official system for every game, and the Referee Supervisor will be available and attending the tournament for the entire duration.

Teams are expected to be respectful to the on and off floor officials at all times. As the officials are expected to emulate professionalism, pride, respect, impartiality, and overall be the best they can during the tournament.

Any and all issues with any official is to be directed to the Referee Supervisor (Lamont French, 778-966-1551) through the Tournament Chair, Aidan Kulas.

Depending on how the tournament proceeds and in consultation with the final teams in both divisions, the option of having a 3 Official system in place for the final games will be entertained but as stated only with the consultation and agreement of the four teams who shall be playing in the finals.

Verbal/emotional/physical abuse of any of the on or off floor officials SHALL NOT be tolerated. If such is the case the enforcement of the CBHA Rule Book will be used to its maximum permissible limit, as well depending on the circumstances, may be elevated to a FULL SUSPENSION of tournament play.

As noted under the Suspension item, the Health-Safety Committee's say on this matter shall be final. There is no redressing/challenging the decision of the Health-Safety Committee on this topic.