

39th *Niagara Falls Cataracts Hockey Tournament*

March 20 - 23, 2025

2025 Tournament *RULES*

Safety is the first priority at the Niagara Falls Cataracts Adult Hockey Tournament.
CARHA rules apply to this Tournament with additions and exceptions as outlined below.

1. **Length of Games**: Games will be two 15-minute periods (stop time) with a 3-minute (running time) warm-up.
2. **Player Eligibility**: Players must be at least 20 years old in the Rec divisions. 35 years old in the Oldtimer divisions. Goalies can be 5 years younger in Oldtimer divisions. Note: Ages are as of the 1st day of the tournament. Additionally, the committee reserves the right to make exceptions to the age rule, based on player experience level and past participation in the Cataracts Tournament.
3. **Championship game eligibility**: All players except goaltenders must participate in at least 2 of the team's first 3 games to be eligible to play on Sunday.
4. **Equipment**: A) CSA approved helmets for players and face mask (or cages) for goaltenders are **mandatory**.
B) All Skaters **MUST** wear, at a minimum, a **half shield** while on the ice. A Full face shield is strongly recommended.
5. **Mercy Rule**: If there is a goal spread of 5 or more goals with 5 minutes or less remaining in the last period, the clock will run. If the spread becomes less than 5 goals, the clock will still run.
6. **Icing**: The Defensive Blue Line is used to call icing.
7. **Time-Outs**: There will be **NO** time-outs allowed in Round Robin or Final games.
8. **Rough Play**: Any team displaying unnecessary rough play (including off ice altercations with opposition teams, referees or Tournament personnel) will be warned once. If this warning is ignored, the team will be expelled from the tournament and not invited back another year.

PENALTIES

1. **Body Checking and Slap Shots**: Body checking, slap shots and 'fake' slap shots are not permitted. A minor penalty will be assessed and if a player is injured, a major penalty will be assessed.
2. **High Sticking the puck** if a stick makes contact with the puck above the shoulders play stops & a face off is done.
3. **3 Penalties**: Any player assessed 3 penalties in one game will be given a game misconduct but may continue playing in the tournament.
4. **Late Starts/Behind Schedule**: Teams arriving late to start their game are subject to a 2-minute minor delay of game penalty. An additional 2-minute penalty will be assessed if the offending team is more than 5 minutes late.
5. **Match Penalties and/or Game Misconducts**:
 - a. Any Major/Match penalty (5-minute penalty) means the player (including goalies) is prohibited from playing further in the tournament - he gets 5 minutes + game + tournament. If a goalie is forced to leave a game due to penalties and a second goalie is not dressed, the team must finish the game with one of their skaters in goal or forfeit the game. This player is subject to rules governing goalkeepers.
 - b. An accidental high stick causing injury is a double minor penalty (4 minutes) and the player remains in the game.
 - c. Any player assessed a misconduct penalty for abusive behavior towards an official in the last 5 minutes of a game or after the end of the game will be suspended for his team's next game in the tournament.
6. **Disputes**: All decisions pertaining to interpretation of the rules shall be made by the tournament committee. All decisions made by the committee shall be final.

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Group Standings in Round Robin Play

1. Each group will play a round robin series. 2 points for a win: 1 point for a tie.
2. If 2 teams are tied, whichever team **won the game played between the two teams**, places higher. (not applicable for a 3 team tie- see #3)
3. If two or more teams are still tied, the team with the greatest goal spread places higher. The goal spread is defined as the difference between goals scored by a team against all other teams and goals scored against that team by other teams.

Note; To discourage blow outs, the maximum goal difference for a game is 5 goals.

4. If 2 or more teams are still tied, whichever team(s) have the fewest penalty minutes over 18 minutes during the preliminary round will advance. Each team will be permitted an 18 minute Freebee. That averages to 6 minutes a game. This will give your team "0" minutes for the purpose of breaking a tie.
5. Highest Quotient: If two or more teams are still tied, it is goals for divided by goals against. The team with the highest quotient advances.

Note: Teams with a zero goals against use a divider of 1. The Formula is " GF / GA"

Examples: If a team has 6 goals against and 11 goals for, quotient is $11/6 = 1.83$. A team with 6 against and 10 for, will have a quotient of $10/6 = 1.666$

6. If 2 teams still tied, the team who scored the first goal in the game between the 2 teams places higher.
If **3 teams or more are tied**, then rule 6 does not apply.
7. If still tied, the Tournament Committee shall determine standings. If it comes down to a coin toss between 2 teams then the winner of the coin toss places higher. In a coin toss for 3 tied teams= If the toss is for 1st place, the odd team is **OUT**. The other 2 teams then toss for 1st & 2nd place. If the coin toss is for 2nd place, the team getting odds is **IN**

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Championship Game Tie Breaker Method

The following format will be used for sudden death overtime.

- There will be a series of 1-minute stop time segments of decreasing player power.
- Each minute starts with a face-off and ends with a timekeeper's signal.
- Face-offs occur where the play stopped.
- There will be unlimited substitution (including goalies).
Player changes may be made at any time including 'On the Fly', at 'Referee Stoppages' and at the end of each minute segment.

Format:

- There will be three segments in the overtime format:
 - 1st minute: 3 on 3 plus the goalie or substitute
 - 2nd minute: 2 on 2 plus the goalie or substitute
 - 3rd segment: 1 on 1 plus the goalie or substitute
- The third segment will continue until a goal is scored with no further stoppage in play by the timekeeper.

Overtime Penalties:

- If a Minor penalty has been called with less than 2 minutes left in regulation time and the score is tied, the minor penalty will carry over into the overtime and will be served to a maximum of 1 minute (stop time) So at the start of overtime the penalized team starts with 2 skaters.
- If a Major penalty is called with less than 5 minutes left in regulation time and the score is tied it will also carry over into the overtime to a maximum of 2 minutes (stop time). So at the start of overtime the penalized team starts with 2 skaters.
- If a Penalty is called at any point during "player reduction" overtime, a penalty shot will be awarded to the non-offending team even if that team is already short handed. If no goal is scored, the overtime will continue with the above format.
- In overtime when a penalty (shot) is called, if the goalie is on the bench he shall be allowed to return to the ice to defend the penalty shot but then immediately returns to the bench if **NO** goal is scored.

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