

**Alliance Hockey, Windsor AAA Zone & Windsor Jr. Spitfires
Proudly Present**



Held in association with MidgetAAACanada.com

2010 Tournament Application

Date: _____

Name of Team: _____

Provincial or State Branch: _____

League Team Participates In: _____

Name of League President: _____

Email _____

Phone: _____ (Res) _____ (Bus) _____ (Fax)

Team Manager: _____ Email: _____

Address: _____

City _____ Prov/State: _____ Postal/Zip Code: _____

Phone: _____ (Res) _____ (Bus) _____ (Fax)

Canadian Hockey Association (or equivalent if outside Canada) registration cards must be presented to the Tournament Committee prior to competition. You will be required to provide an official CHA or USA Hockey Official Team Roster

You are able to register up to twenty-three (23) officially rostered eligible players, but only twenty (20) may dress for each game.

All Canadian Teams must comply with Hockey Canada Midget Age Category Regulations, and all U.S. Teams must comply with USA Hockey Midget Age Category Regulations.

This application form must be returned together with your payment for \$1,500.00. We have included a credit/debit card payment form to complete.

Gold Medal Winners from each year will win a free team registration for the following year's tournament!

All applications should be faxed or scanned and emailed to:

Fax Number: 877 479-1779

Attention: Team Registration

Email: TheCupRegistration@MidgetAAACanada.com

ALL TEAMS MUST STAY AT TOURNAMENT SPONSORED HOTELS.

Signature of Team Official: _____ Date: _____

NOTE: THE APPLICATION IS NOT CONSIDERED COMPLETE UNTIL PAYMENT HAS BEEN RECEIVED.

Hockey Canada Tournament Sanction #09-041

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Payment/Authorization Information

Accepted Payment Method American Express, Discover, MasterCard, Visa

Card Number (enter number without spaces) *

Expiration Date (mmyy) *

Amount (i.e.,10.00) *

Billing Information

First Name

Last Name

Company

Address

City

State/Province

Zip Code

Country

Phone

Fax

Email

Signature: X _____

Date: ____/____/2010

A receipt will be emailed to your team to the contact email provided to your team.

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GENERAL RULES OF THE TOURNAMENT

SANCTION:

The MidgetAAACanada.com Cup Tournament is sanctioned by Hockey Canada, Alliance Hockey, Windsor AAA Zone and by the OHF (Ontario Hockey Federation).

REGULATIONS:

All Tournament games are played under CHA Minor Rules and Tournament Regulations.

Penalties

Minor 2 minutes

Major 5 minutes

Misconduct 10 minutes

Game/Gross Misconduct remainder of the game.

When the penalty is assessed in the last 10 minutes of the game (including overtime), an automatic one game suspension will apply.

Match - remainder of the game, 5 minute team penalty - minimum one game suspension.

Game/Gross Misconduct & Match penalties will be reviewed by the Tournament Rules Committee for possible additional suspension.

Fighting - If a fight occurs, all skaters on the ice must proceed immediately to a neutral area designated by the Referee. Goaltenders must not leave their crease. Players on the bench (or team officials) shall not go on the ice during the fight/altercation. Violation of this rule shall result in a game misconduct to the offending player(s) or official(s).

Substitutions

If a goalkeeper goes to his bench during the game for any reason, he must be replaced immediately. If play is halted for a player who is apparently or actually injured, that player must leave the ice until after play is resumed (with the only exception being the goaltender).

Suspensions

Notice of all suspensions during the Tournament will be forwarded (with a full report of the circumstances) to the player's regular league officials. The Tournament Rules/Discipline Committee may require players and team staff to appear at hearings into these matters. No player who is suspended in his regular league can play in the Tournament until his suspension is lifted by his regular league officials.

Eligibility

Teams must be registered and in good standing with the CHA or International affiliates (and/or their Provincial/State affiliates). Proof of registration must be available upon request. Participating teams must have a sanction permit or letter of permission to participate in the Tournament from their CHA or International affiliate branch.

Initial: _____

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Composition of Teams

Each team may register twenty-three (23) properly registered and affiliated players but only twenty (20) players including two goaltenders may dress for each game. A minimum of eleven (11) players, including two goaltenders are required to start a game.

Alternate Goalkeeper

The alternate goalkeeper must be ready to play at all times during a game. Only two (2) minutes will be allowed for a goalkeeper to recover from an injury. After two minutes, he will be replaced immediately.

Player Eligibility

All players must have a valid CHA or equivalent player's card available for inspection by Tournament officials.

Players must be duly signed and approved carded (First Team cards) players of a team. (Properly) affiliated players are eligible to play. Pickups are ineligible. If it is proven that a team has registered/listed an ineligible player, that team will be automatically disqualified from the Tournament, and notice of such irregularity will be forwarded by the Tournament Rules/Discipline Committee to the team's regular league officials. A player whose team has been eliminated from Tournament play may not play for another team in the Tournament.

Team managers will submit a team list of players eligible to play to Tournament officials and will have the necessary supporting documentation (valid CHA cards or equivalent) available for examination by Tournament officials at the time of initial registration. Team line-ups submitted to the Tournament on the Players Registration Form may be amended up to the final registration prior to the team's first Tournament game.

Team Colours/Colors

Home team will wear light colour/color uniform and the visitor will wear dark colour/color uniform. Sweater changes, if necessary, will be decided by the toss of a coin.

Home/Visiting Team

Home/visiting teams are pre-determined for Round Robin play. For the playoff round, the home team will be decided by the toss of a coin.

Mandatory Equipment

Helmets, face masks, neck protectors, and skate guards are compulsory for all players. Face masks and helmets, as approved by CHA (Canada), AHAUS (United States) and IIHF (International) must be worn during this Tournament.

Dressing Rooms

Only players, team officials named on the team list, and Tournament officials will be permitted in dressing rooms and the dressing room area. Team Managers must report to Tournament officials at the arena where the game is scheduled, one hour prior to game time.

Game Sheets

The game sheet must be completed by both teams twenty (20) minutes prior to game time.

Initial: _____

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Game Officials

All referees and linesmen officiating in the Tournament (one referee, two linesmen for each game) will be qualified and registered by the OHF. Minor officials will be assigned by the Tournament.

Time and Conditions of Play

The ice will be flooded between each period of all games. Warm up time will be determined by the Referee, in consideration of time available. Teams not ready to start play at the scheduled time and/or when the Referee calls the players to centre ice for the initial face off, will be subject to a delay of game penalty, and possible forfeiture of the game.

Round Robin

Games shall consist of three (3) twenty (20) minute stop-time periods. Teams will be allowed one thirty (30) second time out which will be taken at any time during the game (regulation or overtime periods). Only one time out will be allowed per one stoppage of play. There is **no** mercy rule with regard to running time because it could affect a team's standings for playoffs.

Points

Points will be awarded in the Round Robin as follows:

Win 2 Points
Tie 1 Point
Loss 0 Points

(1) In the case of a tie for first place in a division at the conclusion of the Round Robin, the divisional standings will be determined as follows:

(2) The winner of the game between the two tied teams, or if that game ended in a tie, the team with the better record of goals for and against (goals for minus goals against, divided by goals for plus goals against - highest fraction wins) or

(3) If again there is a tie, the team that scores the first goal in a game between the two tied teams
In the event of a tie for first place between three (or more) teams, divisional standings will be determined by:

the best records of goals for and against as per (2) above, and if a tie still exists, then the provisions of sections (1) and (3) above, in that order, will be applied

Playoff Games

All playoff games (quarter-finals, semi-finals, and finals) shall consist of three (3) twenty (20) minute stop-time periods. If a tie exists at the conclusion of regulation play, a ten (10) minute stop-time, sudden-victory overtime period will be played. If a tie still exists, the ice will be flooded and consecutive twenty (20) minute stop-time overtime periods will be played until a winner is declared. As in Round Robin play, teams will be allowed one thirty (30) second time out per game. Quarter-final losers are eliminated from further Tournament play. Quarter-final winners advance to the semi-finals. Semi-final winners advance to the Tournament Championship Game.

Initial: _____

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Protests

Protests must be filed in writing by team officials (signed by Coach and Manager) at the arena Tournament office within twenty (20) minutes after the end of the game. The decision by the Tournament Rules Committee will be final and may not be protested. It should be noted that a Referee's decision is final and may not be protested unless it concerns an interpretation of the rules as outlined in the CHA rulebook.

All Star Game/Skills Competition

The skills competition will be held before the All Star Game. It will consist of one hour of various events. Each team will be asked to select a player to participate.

The all star game shall consist of three (3) twenty (15) minute stop-time periods. As in all Tournament games, each team will be allowed one thirty (30) second time out per game. If a tie exists after regulation play, a shoot-out format will apply.

A first team and second team will be selected for the All Star Game, and the remaining 34 participants will be selected based on league stats and coach's recommendations. We would like to include at least one player from each participating team for the Skills Competition and All Star Game combined.

Television/Media Coverage

As a condition of acceptance into the Tournament, each registered player and team official, including coaches, hereby consents to extend complete co-operation with the television media.

Without restricting the definition of co-operation, it means the following: providing media access to players and coaches for interviews, permitting television lights in the dressing rooms, and the placement of live microphones on coaches during the Championship televised game.

Accommodations: Due to our agreement with our Official Hotel Sponsor, All teams are required to stay at Official Tournament Sponsored Hotels.

These hotels have graciously agreed to help sponsor our event to help make it the best it can be. There will be a variety of hotels participating because of the sheer numbers of rooms that will be required to accommodate all traveling teams.

Our hotel sponsors have yet to be determined, but will likely be either the Hilton, Radisson, Holiday Inn, Hampton Inn and Travelodge

You will be sent a rooming list that will need to be completed and returned by our reservation due dates (TBD). A one night deposit will be required for each room, and payment for the remainder of the stay in accordance to normal hotel booking and payment procedures.

Initial: _____

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Transportation: Our travel coordinator will also help to work with all teams to organize transportation with the various vehicle rental agencies in the area. As we assume many teams will require cargo vans and/or passenger vans, we will do our best to reserve as many as possible.

Once arrangements have been made with these companies, an email will be sent out to alert teams of the availability of these preferred vehicles, as we are looking to acquire special pricing through sponsorship to help teams keep costs down.

Tournament Passes: There will be over 100 games played throughout the tournament. Everyone attending except for players and team staff from the tournament will be required to purchase a tournament pass. The cost of the tournament passes will be \$25.00 for teams who purchase in advance and \$35.00 at the event. These passes will be included for each participating player and team official.

This pass will grant access to the bearer for all games throughout the round robin portion, playoffs and championship games, plus our Skills Competition and All Star Game.

There will be between 25-50 games being played per day, and the cost of a single game entry will likely be \$4.00 to the public. The passes will also be a great way to check out other games going on throughout the tournament.

You will be provided with a team ticket pass form to fill out for all family members, friends, and others who will be traveling with your team. Payment for the ticket passes will be due no later than November 1st, 2009.

Initial: _____