



# 2026

M9-M11 PROVINCIAL  
FESTIVAL/TOURNAMENT  
REGULATIONS

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## Contact Information

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H9B 2A7

Tournament Office

Same as Arena Address but Room H-194 or H-183

## Tournament Format/Rules:

### M11 Provincial Tournament

- **3 Games Guaranteed**
- **For M11 2- 10-minute periods plus 1- 12-minute period will be played.**
- **All Away teams (defined by 50KM and more from Dollard-Des-Ormeaux) will start the Friday as early as 9:00AM.**
- **All lineups will be confirmed in Spordle Play.**
- **All ice will be resurfaced before the game starts.**
- **For the Semi-Finals and Finals, ice will before the game starts and a 30 second timeout will be allocated to each team.**
- **Teams must submit T-112, Last 5 scoresheets and Team schedule by e-mail, 72 hours before the first game.**
- **Due to potential weather issues, we reserve the right to make changes without advanced notice.**
- **All games could start up to 15 minutes early, all teams should plan to be ready for that**
- **Tournament organizer reserves the right to make any changes without notice or with limited notice.**
- **Overtime and Shootout only applicable in Semi-Finals and Finals.**
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## M9 Festival Rules

1. This is a non-competitive tournament.
2. Each team will play 2 games
3. All teams must be ready 15 minutes prior to each game, in case of an early start.
4. All teams will play two games.
5. All M9 games will be played on half-ice.
6. Teams will play in a 5-on-5 format, including a goaltender.
7. Game duration is two (2) periods of 21 minutes.
8. Players change every 90 seconds.
9. **Penalties – New Application, 2025-2026**
  - Minor penalties are indicated by the official:
    - The official raises their arm to signal that a penalty will be assessed.
    - When the offending team gains possession of the puck, the official will stop play and make the appropriate signal.
  - A change of possession will be awarded.
  - If the official determines the infraction was unintentional (tripping, hooking, obstruction), the player will not be penalized; only a change of puck possession will occur.
  - If the official determines the infraction was intentional and/or dangerous (slashing, roughing, body checking, head contact, or the above if necessary), the player will be sent to their team bench for the remainder of the current shift and replaced by another player. The official does not need to wait for the player to reach the bench to restart play.
  - If a goal is scored during a delayed intentional or dangerous penalty, the player will still be removed until the next buzzer.
9. All stoppages of play (goals, frozen puck, etc.) will restart from behind the net.
10. Ice resurfacing will take place every three (3) hours.
11. No time-outs are permitted.
12. Jerseys: home team = dark, visiting team = white.

### Game Day Expectations:

Upon coming to the Civic Centre, please proceed to H-194 (Official Tournament Office) to sign in and complete any required verifications.

## Hockey Quebec Regulations Regarding Tournaments

### 7.1 Basic principles

Official playing rules recognized by Hockey Quebec are those of Hockey Canada unless otherwise specified by Hockey Quebec.

#### 7.2.2 Maximum number of players

A. Each team may have a maximum of 19 players in uniform for a game divided as follows: 17 players and one (1) or two (2) goaltenders. In pre-season exhibition games, the maximum number of players in uniform is 20 divided as follows: 17 players and three (3) goaltenders.

B. At the Junior and Senior levels, 20 players are permitted, in accordance with Hockey Canada regulations.

### 7.2 Prerequisites for a game

#### 7.2.1 Minimum number of players

A. At the single-letter level, during regular season, playoffs and regional championships, a team must show up at the beginning of the game with a minimum of six (6) players in uniform and one (1) goaltender.

B. At the triple and double-letter level, a team must show up at the beginning of the game with a minimum of 10 players in uniform plus one (1) or two (2) goaltenders.

C. Should, during the same season, a team breach this rule a second time, it will be suspended pending investigation by the appropriate Board of Directors.

D. Should, after the beginning of a game, a team not be able to have the required number of players on the ice (1 goaltender and five (5), four (4) or 3 (three) other players depending on the penalties being served), the Referee shall end the game, report the circumstances on the scoresheet and the team at fault loses the game.

#### 7.2.3 Scoresheets

A. Prior to each game, the coach for that game must validate electronically or sign the Official Scoresheet as recognized by Hockey Quebec or the Official Line-up card of the League.

B. Any person officiating behind the players' bench must be a member of the team and his name must appear on the scoresheet; otherwise, the team loses the game if his eligibility is contested and it is proven that the person was, in fact, ineligible.

C. When a team uses an Affiliated Player for a game, it must designate such a player using the letters 'A.P.' on the scoresheet.

The name of the player or players absent from the game must be crossed out. Before determining the eligibility of an affiliated player, the appropriate discipline committee must investigate before making its decision. **After the first (1st) infraction, the coach will receive a warning, but for a repeated infraction, the coach will be suspended for one (1) game.**

D. Unless proof to the contrary is accepted by the Discipline Committee involved, any member is considered as having taken part in a game when his name appears on a scoresheet.

#### 7.2.4 Number of games per day

Team: A three-hour (3) rest period starting at the end of the first game is mandatory when a team is required to play two (2) games in the same day.

Player: Any regular or affiliated player may play a maximum of two (2) games in the same day notwithstanding the required three-hour (3) rest period between games.

#### 7.2.5 Protective equipment

At all times, during hockey activities, all players including goaltenders must wear the following protective equipment:

A. C.S.A.-approved hockey helmet.

B. C.S.A.-approved full facemask.

C. neck protector duly approved by Quebec's "Bureau de normalisation" (B.N.Q.) which:  
i) covers the entire front part of the neck from its base and the upper extremity of the Adam's apple.

ii) is made of a material that will prevent a skate blade from cutting the protected part of the neck.

iii) is built in such a way as to remain in the proper position during play.

**Note:** Wearing a neck protector is not mandatory for players of teams from outside Canada.

D. In addition to the above-mentioned equipment, goaltenders shall wear a rigid throat protector.

**Note:** Wearing a rigid throat protector is not mandatory for goaltenders of teams from outside the Province of Quebec.

E. In accordance with Hockey Canada and Hockey Quebec Playing Rules, the official in charge of the game must refuse participation of any member not wearing the required equipment.

F. The wearing of a mouth protector is optional in all divisions and classes.

### 7.2.6 Game officials

A. Every official, member of Hockey Quebec, must be duly accredited and affix the Hockey Quebec and Hockey Canada crest on his sweater and only such crest shall be visible.

The wearing of any additional crest and/or identification on the sweater, the helmet and/or the pants must be approved by Hockey Quebec.

B. The wearing of the black and white stripped sweater is mandatory for all game officials.

C. No coach or player may officiate as a Referee or Lines judge in the division of the league where he coaches or plays except as provided in Hockey Canada official Playing Rules.

D. Wearing a C.S.A.-approved hockey helmet and half-visor is mandatory for all on-ice officials.

### 7.2.7 Suspended member

A. If, during any game, a team uses the services of a suspended member (player or team official), such team automatically loses the game as well as its «Franc Jeu» point and further sanctions may be imposed.

B. Any member aware of the use of a suspended member must immediately inform the appropriate Discipline Committee as well as the league involved.

C. In all cases, the suspended member must serve his suspension (Article 1.5.A).

D. Other sanctions may be imposed on the suspended member and team officials. The team's Head coach will be suspended one (1) game for a first infraction and three (3) games for a repeated infraction.

### 7.2.9 Delay or late arrival at a game

A team that does not show up at the scheduled time to begin a game will be granted a 15- minute grace period, including the warm-up period, so that it has the minimum number of players at the rink to begin the game. In addition, the team will be assessed a Minor penalty (2 minutes) for delaying the game. After the grace period, the team forfeits the game (1-0) and loses its «Franc Jeu» point.

### 7.3.2 Unsportsmanlike Behavior

Any form of enthusiasm manifested through language, noise or gestures by a player or team officer following a physical contact and/or physical participation in a fight will result in a warning to the team at fault.

In case of a recurrence, the team at fault will receive a Minor Bench penalty. Any subsequent recurrence by a player or team officer will result in a Game Misconduct penalty to the Head coach.



#### 7.4 Protest

Any protest must be studied by the appropriate governing body designated for such purposes.

A. No protest pertaining to the judgement by an official (Referee, Linesman, etc.) may be considered. The official's decision in such matters is final.

B. Any protest pertaining to an official's decision on the application or non-application of a playing rule must be made by a member in good standing.

C. The protest is receivable only if it is done in accordance with the following steps:

##### **First Step:**

A notice of protest must be given to the Referee at the time of infraction or the next stoppage of play. The Official must have the notice registered on the scoresheet, specifying the moment it was given to him.

***Should this step not be completed, the protest is not receivable.***

##### **Second Step:**

During tournaments, playoffs, regional, interregional or provincial championships, the team involved must follow-up on its protest in writing **no later than one (1) hour after the conclusion** of the game to the registrar or designated Event Officer where the game was played and be accompanied by a cash deposit of two hundred dollars (\$ 200).

The following amount in **cash or a bank transfer**, certified cheque or money order must be joined to the protest.

D. Deposits will be remitted only if the claimant obtains a favorable decision.

E. In the case of tournaments, and championships, the decision of the Discipline Committee with which the protest was lodged is irrevocable and cannot be appealed.

F. In cases where a team does not follow up on its protest, it will be given a fine equal to half the deposit given.

G. During tournaments, playoffs, regional, interregional and provincial championships, any protest must be given **one hour after the end of the match** at the latest and be accompanied by a cash deposit of \$ 200.

#### 7.5 Code of Discipline

Hockey Quebec insists that all hockey-related activities be conducted in total respect of the rules of ethics. Therefore, it is specifically forbidden to use any form of physical violence, fighting, unsportsmanlike conduct or verbal and/or physical abuse as well as any initiation (hazing) process. Any infraction will be severely sanctioned.

Furthermore, the use of Internet and social media to provoke or orchestrate violent behavior is strictly forbidden. Any infraction will be severely sanctioned by the appropriate Discipline Committee.

#### 7.5.1 Aggressor - Instigator - 3rd man in (All divisions)

Any player given a penalty as an instigator, aggressor or 3rd man in (identified by codes A-1, A-4 or D-7) in addition to the penalty identified by the letter 'D' on the scoresheet is given a suspension for each of such infractions.

#### 7.5.2 Fighting

Any player given a penalty for fighting will also receive a sanction as defined in Table 7.5.6 Furthermore, a player will be given an additional sanction if such fight occurs during the last five (5) minutes of regulation time or at any point in overtime.

#### 7.5.3 Body Checking from behind and head contact

A. Any player given a Minor or a Major penalty for checking from behind or a head contact will be given a sanction as defined in Table 7.5.6.

B. In divisions without body checking, a player who intentionally body checks an opponent receives one of the following penalties A39-D39, B39-D39 and/or E39-B39 (Table 7.5.6).

#### 7.5.4 Game or Gross Misconduct

Any player given a Game or Gross Misconduct penalty as identified by the letter 'D' on the scoresheet is given a suspension for each of such infractions.

#### 7.5.5 Match Penalties (All divisions)

Any Match penalty, identified by the letter 'E' on the scoresheet, entails a minimum suspension of three (3) games. In addition, each case must be referred to the appropriate Discipline Committee. During tournaments, any match penalty except those involving 'Physical Abuse of an Official', must be dealt with by the Tournament Discipline Committee.

If a member is found guilty of a deliberate physical aggression against an official, he may be suspended for one year or more. (Ref. HC **11.5**).

Any physical attack on or threat to an official must be referred to the regional or provincial Discipline committee.

#### 7.5.7 Expulsion of a Team Official (All divisions)

A Team Official who has been expelled from a game must serve the suspensions defined in Table 7.5.6 for each Game Misconduct penalty received. When there is only one Coach behind the bench and he is expelled from the game, the Coach will designate two (2) parents who will act as coaches to allow the game to be completed.

#### 7.5.8 Cancellation of automatic suspensions

During playoffs, tournaments and championships and following the elimination of one of the teams, the Discipline Committee of the region from where the team originates, or the Provincial Discipline Committee has the authority to revoke automatic suspensions

(given for premeditated actions intended to deliberately provoke the opponents) and review cases involving suspended members of non-eliminated teams.

Any request pursuant to this Regulation must be made in accordance with the Appeals Procedure described in these Regulations at Article 11.6.

#### 7.7.8 Use of horn forbidden

The use of compressed-air and battery-operated horns is forbidden during games under the jurisdiction of Hockey Quebec.

#### 9.3.3 Provincial tournament

This tournament must bring together teams from all over the province of Quebec. For tournaments in adjacent regions, teams from outside Quebec may be accepted in such tournaments provided they have obtained prior permission from the host region.

- A. Three (3) referees will be assigned to each game in all divisions except in double and single-letter U11 and in single-letter U13 where the use of two (2) referees will be allowed.
- B. B. Minimum duration of games: Two (2) 10-minutes periods, stopped time; one (1) 12-minutes period stopped time.

#### 9.5.7 Disciplinary Sanction to a Team

- A. Any duly approved tournament or U7 festival must form, prior to the beginning of the event, a first-level Discipline Committee. In addition, any decision shall be forwarded to the region and the league of the team.
- B. Any decision shall be in conformity with the Rules and Regulations of Hockey Quebec and Hockey Canada Playing Rules.
- C. A decision must be sent to the concerned parties no more than **seven (7) days** following the infraction.

#### Organization of games and Specific rules

##### 9.6.1 Schedule of games

**30 calendar days** prior to the tournament or U7 festival, each tournament or U7 festival must submit to his Regional Representative a copy of its schedule as well as one (1) copy of its Rules and Regulations, for approval or amendment if required.

##### 9.6.2 Maximum number of games

In U11 to Junior tournaments where games are played between 7:00 a.m. and 10:00 p.m., a maximum of 12 games for all divisions, including exhibition games, may be played.

**In U7 Festivals and U9 Tournaments, the maximum number of games, depending on whether two (2) or three (3) games are played simultaneously on the same ice, may be twenty-four (24) or thirty-six (36). Starting at 4:00 p.m., it will be a maximum of eight (8) games for the U9 and for the U7 twelve (12) games.**

### 9.6.3 Earliest starting time

At no time may a game begin before 7:00 a.m.

M11- 19h30

### 9.6.5 Seven-goal difference (Mercy Rule)

In any tournament, if there is a difference of seven (7) or more goals after the completion of the second period, it is permitted to:

A. End the game.

### 9.6.7 Team not showing up at a game.

A team that does not show up for a game will lose it's franc-jeu.

## Overtime regulations

### **9.7.1 Overtime periods (Only Applicable in Semi-Finals and Finals)**

Should the score be tied after the three (3) periods of regulation time, after the «Franc Jeu» regulations have been applied and where games must be completed, there shall be overtime as follows:

- A single five-minute (5) additional period in stopped time with line-ups limited to four (3) players and a goaltender, except for penalized players who must serve their respective penalties or for the application of «Franc Jeu» regulations. The first goal scored ends the game.

If the tie remains after this five-minute overtime period, there will be a shootout as described in Article 9.7.2.

During semi-final and final games of each Hockey Quebec approved tournament, should the score be tied after the three periods of regulation time and after «Franc Jeu» points have been tallied, there shall be overtime as follows:

- A single 10-minute additional period in stopped time with line-ups limited to four (3) players and a goaltender, except for penalized players who must serve their respective penalties or for the application of «Franc Jeu» regulations. The first goal scored ends the game.

ii. If the tie remains after this five (5)-minute overtime period, the game will end with a draw.

### **9.7.2 Shootout (Only applicable semi-finals and Finals)**

A. if there is a tie between two (2) teams, the Coach will send a player who will attempt to score against the opposing goaltender. He does not need to inform the officials of the order in which his three (3) players will shoot.

Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, players who will take part in the shootout. All players other than the goaltender must take part in the shootout before a player is permitted to return a second time.

B. A player serving a penalty at the end of overtime shall be allowed to take part in the shootout.

C. The shootout will be carried out as follows:

- i) The Home Team shall have the choice of shooting first or second.
- ii) Once this choice is made, the designated team sends its first player to attempt to score against the opposing goaltender.

Then the opposing team does the same until all three (3) designated players of each team have had their turn.

iii) The choice made by the coach does not indicate the order in which the players must appear at center ice to take their shot.

iv) Playing rules related to penalty shots are in effect.

- Shots are taken in turn and no simultaneous shots on the two (2) goaltenders will be accepted.

v) The team having scored the most goals in the completed round is declared the winner.

D. When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may not be the same as in the first round. However, for each full round, all players at the end of the game must participate in the shootout before a player may return for another try. The game ends when the tie is broken following an equal number of shots taken by each team.

### **9.8 Tie Breaking**

It is important to know that for each tiebreaker; the objective is to identify the best team or teams.

Each criterion aims to eliminate one or more teams until the objective of identifying the best team or teams is achieved.

When there is a tie between two (2) or more teams, all these teams are subject to the following points:

For each criterion, only teams tied are retained until finally a criterion determines the first team.

When the first team has been identified or eliminated, a second tiebreaker must be restarted with the teams tied, starting from the first criteria to determine the second team if necessary and so on.

A. The highest number of points.

B. The highest number of wins.

C. The best differential: total of goals 'for', less the total of goals 'against' in all games.

**Note 1:** If a team does not show up for a game, the number of points for and against in games played by other teams against such team shall not be included in the count.

D. The team having scored the quickest goal in all games played.

**Note 2:** If a team does not show up for a game, all games played against such team by other teams shall not be considered.

E. The team having cumulated the most << Franc Jeu>> points.

F. By a draw

#### 9.9.5 Affiliated players

No tournament may prevent an affiliated player from playing in a game. A team may therefore line-up a maximum of 38 different players throughout the tournament on the condition that it advises the tournament at each game the new players it wishes to have in its line-up. (Article 5.6 prevails)

However, the team must abide by Hockey Quebec Regulations as to the maximum number of Affiliated Players used in a game and supply all required documents to prove the eligibility of such players.