**Challenge Cup 2017 Rules**

1. **Player Eligibility**
   All players:
   
   I. Must be in your class or a member of staff or faculty
   
   i. Goalies from outside of your class are permitted, as long as they have been playing as your goalie throughout the year on your intramural team (75% of intramural games, minimum)

   AND,

   II. Must not play on multiple Challenge Cup teams
   
   i. Goalies are exempt from this rule

   III. Any team/player caught not following above rules will forfeit any and every game that the rule was broken or in which offending player played.

2. **Game Play**

   Game play will be governed by the rules of Hockey Canada as amended by the University of Guelph Intramural Office. To clarify selected points:

   I. Games will consist of two 20-minute periods with running time and a 2-minute warm-up.

   II. Stopped time will apply for the last 2 minutes of any game ONLY if the game is within two goals.

   III. Minor penalties will be 3 minutes and major penalties (hopefully not necessary) will be 7 minutes, plus a game misconduct. All penalties will be running time. There will be a zero tolerance fighting policy. Anything judged to be a fight will result in ejection from the game and the tournament with no refund. An unsportsmanlike minor penalty will also be assessed a 10 minute misconduct (player will sit for 12 minutes and another player must serve the 3 minute minor penalty).

   IV. If the game is tied at the end of regulation, it will proceed to a shootout in the SEMIS AND FINALS ONLY, providing there is enough time. There will be 3 different shooters from each team, with 2 players shooting at a time at opposite ends. On coed teams, it must go girl/boy in order until every player has shot. If tied after 3 shooters, it will go 1 shooter at a time until someone scores (if the 1st shooter scores the 2nd shooter then has a chance to score – just like in the NHL). No player may shoot for a second time, unless the entire team has already tried once. **In the event the teams are buzzed off the ice before the shootout has completed, the game will end in a tie, to be broken by the following:** If the shootout cannot be completed, the team moving on will be based on shootout result to that point, points earned in the regulation game, goal differential for each team, and finally a coin flip if needed.

   V. All decisions made by the referees are FINAL. Unsportsmanlike behaviour will not be tolerated and players will be penalized or ejected for such offences on a zero tolerance basis.
VI. Games are non-contact and all players must wear a helmet, full face-mask and full equipment. Anyone caught not wearing this equipment will not be allowed back on the ice until they return with full equipment.

VII. Alcohol is not allowed before or during the games. Any player caught will not be allowed to play and will not be allowed to play in any further games.

3. Tournament Format
The Fall Challenge Cup 2017 Tournament will consist of:

I. For women’s and coed divisions: a preliminary round (Round-Robin format).

II. For coed divisions: a semi-finals round occurs in which the 1st and 4th ranked teams play each other and the 2nd and 3rd ranked teams play each other. The winners of these games will move onto finals to play for the Cup.

III. For women’s: final game will occur in which the top student team (determined by overall points in their play down game) will play the faculty team for the Cup.

III. Tournament Format – Points per Period
2 pts = Win Period
1 pt = Tie Period
3 pts = Win Game
2 pts = Shut Out

i. In the event of a tie in the points, it will be broken by:
   (a) Goal differential (goals for - goals against)
   (b) If still tied, then a coin toss will take place.

For any questions please contact:
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