Rules



Coupe Charles-Bruneau MONTRÉAL

Fondation Charles-Bruneau

1. Games format

1.1. A game is divided as follow:

- 5 minutes warm-up
- A single period of 15 minutes

Teams must be ready to play at least 5 minutes before their scheduled game time.

1.2. No stoppage of play or time out during the match.

1.3. After a goal or stoppage by the referee, play must resume within three seconds at the indicated place. Otherwise, the ball will be given to the opposing team.

1.4. Penalties:

- Minor: a penalty throw
- Major: automatic expulsion

1.5. In case of a tie after regulation time

Preliminary Round: Draw

Elimination Round:
Shootout — RECREATIONAL category: 3 players on each side — One team at a time
— MIXED category: 2 players on each side — One woman and one man

Final:
Shootout — RECREATIONAL category: 3 players on each side — One team at a time
— MIXED category: 4 players on each side — Two women and two men

2. Game conditions

2.1. Regardless of the weather (for example: the sun), the team must respect the bench assigned to it according to the schedule.

2.2. The balls will be chosen according to the temperature (orange if the temperature is hot and pink if it is cooler).

2.3. A team must have a minimum of 4 players plus a goalkeeper to start the game.

2.4. A player cannot play in 2 teams of the same category.

2.5. Teams must be ready at least five (5) minutes before the scheduled start time. As soon as the referee announces the start of the game, the clock starts.

2.6. After five (5) minutes, if one of the teams does not meet all eligibility criteria, the game will be won by default by the other team (3-0).

2.7. After five (5) minutes, if neither team meets the eligibility criteria, the game will end in a tie (3-3). In the playoffs, a coin toss will be held to determine the winning team.

2.8. Slap shots are prohibited. If this occurs, the referee will issue a warning (first attempt) or a penalty shot to the other team (second attempt).

2.9. There are no lines or offside rules.

3. Particularities of coed teams

3.1. In coed, teams must always have 2 women on the surface.

4. Equipment

4.1. The following equipment is mandatory:

- Running shoes
- Stick
- Shinpads (shin and knee protection)
- Gloves (hand and wrist protection)
- Helmet (head protection)
- Face protection (eyes and teeth)

Running shoes and a stick in good condition are mandatory. Any ball hockey or ice hockey stick is accepted, and shin guards are required.

Head protection is mandatory. In addition to gloves, you must wear one of the following: a helmet with a visor/screen; a helmet with a half visor and a mouthguard; or a helmet without a visor, with goggles and a mouthguard. Prescription glasses or sunglasses are permitted, and mouthguards are available for purchase.
Your registration includes the team uniform (jersey and shorts; goalkeepers receive a goalie-cut jersey) and a $150 discount code, sent about 1 month before the event, for our equipment partner Knapper. Use it online to have your order delivered on the day of the event, or **on site** at the pop-up store (limited inventory).

4.2. Each player on the team must wear a jersey of a similar color. Each jersey must have a number on the back that is different from any other number on the same team.

4.3. If the two teams have similar jersey colors, the visiting team must change jerseys and/or wear bibs.

4.4. Goalies must wear a full set of hockey equipment consisting of pads, glove, blocker, shorts, chest protector, helmet, and stick. It is recommended that tape be placed on the inside of the pads to prevent wear on plastic surfaces (dek).

5. Penalties and special rules

We remind you that the Charles-Bruneau Cup is a charitable and friendly event. The real competition is fundraising! A player may be expelled from the tournament for any aggressive behavior toward opponents, referees, volunteers, or members of the organization.

5.1. Any minor penalty results in a penalty shot. Any player on the playing surface may take it.

5.2. Any player receiving a major penalty in a game is ejected from the game and the opposing team will receive 2 penalty shots.

5.3. For a throw-in, the player is allowed 3 seconds at a distance of 6 feet. After 3 seconds, the opposing player can rush towards the ball. The player with the ball at the resumption can make a pass, advance with the ball, or take a shot after taking at least 3 steps. If the player restarts play before the referee's whistle, there will be a change of possession. If the ball goes out of bounds, play will resume from the spot where the ball was cleared. A ball caught in a fence will result in a throw-in.

5.4. The Charles-Bruneau Cup organization is responsible for deciding whether or not to play a game due to hazardous weather conditions. Games may be played in the rain. However, the organization is not responsible for any injuries sustained, even if conditions are not ideal. It is the players' responsibility to protect themselves and remain vigilant. Heavy rain, water accumulation on the surface, or a thunderstorm are factors that may be sufficient to stop a game.

6. End of the game

It is possible to remove the goalkeeper when his team is behind and there are less than 2 minutes left in the game.

7. Tiebreaker

In the event of a tie in the standings after the preliminary round, the tiebreaker will be as follows:

1. **Best differential**
2. **Most wins**
3. **Fewest losses**
4. **Most goals scored**
5. **Fewest goals against**
6. **Duels won**
7. **Random draw**

If you have any additional questions, please contact the organization.

Thank you and have fun at the Charles-Bruneau Cup!