



2026 Deen Cup Format and Rules – Boys Ball Hockey

Age requirements by Divisions

All Players - must be of the Islamic Faith

All Players must have reverted by Jan 1st, 2024.

Divisions

- DIVISION B - U15 -Born 2011–2012 (Ages 15-14)
 - DIVISION C - U13 -Born 2013-2014 (Ages 13-12)
 - DIVISION D - U11 -Born 2015-2016 (Ages 11-10)
 - DIVISION E - U9 -Born 2017-2018 (Ages 9- 8)
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- Age is based on birth year not on actual age of the player. All coaches must be able to provide digital or tangible ID for each player such as a health card throughout the tournament. In the event a player is not meeting the age requirements, the player and the team may be penalized with a suspension and or fine, at the organizer's discretion.
 - By rule, a younger player may only play up **one age division** above their actual age group, and the player must be on the roster of both teams. If teams choose to do this, it is the team's responsibility to review the situation with the parents or guardians and obtain their consent, as there are inherent risks of injury when younger players compete against older players. The Deen Cup strongly advises limiting the use of younger players in older divisions whenever possible and ensuring proper consent is obtained.
 - Any team found to have violated eligibility rules will be subjected to fines and or ejection from the tournament. Any formal complaint being raised in regard to a team carrying illegal players can only be brought by the team manager. A \$300 nonrefundable fee will apply for organizers to investigate however it will be up to the organizing committee to determine whether to pursue the request. **Please NOTE any false or defamatory allegations, including those related to eligibility or faith, will be taken seriously and may result in disciplinary action up to and including Team removal from tournament.**

Team Communication

- All communication conducted to the teams will only be done through the Team Manger who registered the team.
- All Teams must adhere to deadline for Rosters, Waivers, Fees, T-Shirt Order.

General Game Play Format:

- All Divisions will play **5 on 5**.
- All Round Robin and Playoff Games will be **stop time, 30 minutes** – split into **2 x 15-minute periods**.
- Divisions with 5 Teams will play 4 Round Robin Games, Division with 6 Teams will play 3 Round Robin games
- For Divisions with 5 teams the teams who finish 1st thru 4th will play Semis and Finals. - the 5th team will be eliminated.
- For Divisions with 6 teams the teams who finish 3rd to 6th will play a quarter final game. Followed by Semi Finals and Finals

Playing Surface

- All Divisions will play the Full Arena

Roster Size

- Minimum Roster is 16 to a maximum Roster = 22 players (including Goalie)
- Only Players on the submitted Roster are allowed to play.
- **Younger players playing up a division must be on the submitted roster, once the roster deadline has passed no additional changes will be allowed**
- Players must play minimum 1 Round Robin game to be eligible to play in the Playoff round

Team & Coaching Staff

- All Coaches **MUST** be on the rosters - Max only 3 Coaches per team can be behind the bench in a game.
- If more then 3 Coaches are behind the bench, we will ask one coach to leave if the coach does not leave the team will be assessed a minor penalty.
- Teams are allowed 1 additional trainer behind the bench
- MAX 3 Coaches and 1 Trainer are allowed behind the bench
- All coaches must complete waiver forms to participate
- There are to be NO MINORS (under 18) behind the bench, teams will be penalized if minors are on the bench it is the Heads Coach responsible to manage the bench.

Schedule

For all games Teams must be ready to play 10 minutes in advance of the scheduled start time as Games **may start early**. Any adjustments to schedule will be at the discretion of the Deen Cup Organizing Committee

Uniforms

Each team is to provide their own uniforms. We will have pinnies in the instances where the colour matches.

Dressing Rooms – Teams will be assigned dressing rooms per the schedule there will be **NO assigned rooms for the duration of the tournament**. Each team will have 15 mins after your game ends and then needs to vacate to allow the next team to change. **Note: each individual is to ensure they secure all your valuables.** The Deen Cup is not responsible for any lost or stolen property – please ensure any valuables are NOT left unattended. **The arena no longer provides locks for dressing rooms, therefore, each team is required to bring their own lock.**

Salah

The Deen Cup will provide a Salah area in one of the community rooms when available. We encourage everyone to observe prayer and pray for the deceased in our families and communities and for all our brothers and Sisters who are suffering around the world.

Spectators

NO SPECTATORS will be allowed on the Arena floor or behind the bench – Only Players, Coaches, Referees and Organizing members are allowed on the Arena floor.

- Each team will be responsible for their own fans. If their fans cause any trouble then either a penalty, suspension to the managers/players or fines can be assessed. Any fans causing trouble will be expelled from the arena.
- Spectators must be reminded that the orange ball can travel into the crowd at a high rate of speed and are required to give their full attention during game play
- All Fans are expected to remain in the spectator seating area

Equipment

- **CSA APPROVED HELMETS WITH FACE SHIELD AND GLOVES ARE MANDATORY FOR ALL PLAYERS.** Shin pads, Elbow pads and Jock are highly recommended. – No Sharing of equipment is allowed. **FACE SHIELD IS MANDATORY FOR ALL PLAYERS NO EXCEPTION**
- No plastic blades allowed
- Goaltenders are required to be fully fitted with complete goalie equipment. Only CSA-approved goalie helmets allowed
- A hard regulation orange ball hockey ball will be used
- Referees have the authority to disallow participation of any players that are in violation with equipment policies

- Any type of jewelry (necklaces, rings etc.) are totally prohibited during game play
- Each team is responsible for their own water bottles

Game Play Format for all Divisions

- Teams must have a min of 4 players to start a game. - The game can start with the minimum allowed Players.. If a Team has less than this and the Referee blows the whistle to start the game, then this will be automatic default and forfeit and will results in a 4-0 loss. Games will start as soon as the previous game is over due to time constraints and may start 10 mins early.
- If a game is called due to default due to lack of players or a team defaults a game by not showing up to a game, that team will be automatically penalized with 4- 0 loss. Teams who does not show up will also be liable for a fine and will not be invited back to future tournaments.
- OFFICIALS / REFEREES – Each game will have at minimum a Single Referee that will call the games. Games may have 2 Officials this will be determined by the Deen Cup Organizing Committee.
- Each Team will have one - 30 Sec Time out per game (**not per period**). You can only call a time out at a stoppage of play. The team must notify the Referee of the Timeout Request. (See Playoff Section for Playoff rule for timeout)
- Mercy Rule → If at any point during the game a team has a **5-goal spread the game will become run time. If it becomes a 7-goal spread or more with 5 or less mins in the 2nd period, the game is over.**
- Offside – will be in effect for all games all divisions
- Icing will NOT be effect for all D&E games
- Icing will be in place for Div B&C games
- Minor penalties such as swearing, slashing, hooking, tripping, cross checking, high sticking, delay of game, unsportsmanlike conduct or inappropriate stick work will result in a two-minute penalty. More serious offenses, including, but not limited to, spearing and/or butt-ending and fighting will result in ejections or teams being disqualified, at the discretion of the tournament organizers. Fighting is defined as one punch.
- Minor Penalty will be 2 mins, Major Penalty will be 5 mins. – All penalties will be at the discretion of the referees.
- A high stick to the ball will result in a 2-minute penalty. A high stick that makes contact with an opponent's head or face will result in a minimum 4-minute penalty. At the referee's discretion, this may be upgraded to a 5-minute major or a match penalty if there is injury or intent to injure

- Any player accumulating 6 minutes in penalties in one game will result in an automatic ejection from the game
- A major penalty or an Intent to injury penalty that takes place in the last 5 mins of the game will be an automatic Game Ejection and will come with an automatic 1 Game Suspension. This will be on top of the game ejection which could result in a 2 Game Suspension which will be at the Referees discretion. There will be NO appeal process
- All suspension and fines will be determined by the Referees in consultation with tournament organizers.
- SPORTSMANSHIP- Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees or tournament organizers will not be tolerated. Any instance of such conduct will lead to ejection and could result in fines to the team, removal of the team and or team officials from further participation and will not be invited back.
- All Handshakes will take place **BEFORE** the game – there will be no Handshakes at the end of the game. Each Head Coach is responsible to ensure no Handshakes are completed after a game.
- There is **NO OFFICIAL** video-replay where goals or penalties are concerned either during the game or after the game. Whatever the referees decide during the game is official. Referees can use video available to them to make the correct ruling on the rink floor this is at the sole discretion of the Referees.

Standings and Playoffs

- Playoff ranking will be determined based on round robin performance.
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss

If points are tied, rankings will be determined by the following, in priority:

- a) Win/Loss record (most wins advances)
- b) Head to Head (if applicable – **only applicable** if 2 Teams are tied – if more then 2 teams, then must move to next tie breaker rule)
- c) Goals differential (GF - GA)
- d) Goals for (highest total advances)
- e) Coin Toss

All the scores and standings will be posted on our website, final seeding will **ONLY** be determined after the last Round Robing game. We will post the final seeding on the website and share at the tournament once all tie breakers have been determined

Playoff OT Format

- If a Quarter or Semi Final Playoff game ends in a tie at the end of regulation, then a 3 Player shootout will take place. if after 3 shooters the score is still tied, then a sudden death shootout will take place. Teams must have every player on the roster shoot before players can take another shot. Note: in the event teams do not have the same number of players on the roster both teams can start to repeat shooters after the last player of the team with the smaller rosters have had everyone shoot once. Example if a team A has 16 players and Team B has 20 players both teams must send 16 different players if after 16 player the score is still tied then both teams can have players who have already shot go again, this process must repeat itself until there is winner The Penalty shootout will start at center, both shooters will go at the same time. There is no additional Time Out in the Semi Final game.
- If a Championship Final Playoff game ends in a tie at the end of regulation, there will be a 5-minute sudden death Overtime period **4 on 4** If the game is still tied at the end of OT then a 3 Player shootout will take place. if after 3 shooters the score is still tied, then a sudden death shootout will take place. Teams must have every player on the roster shoot before players can take another shot. Note: in the event teams do not have the same number of players on the roster both teams can start to repeat shooters after the last player of the team with the smaller rosters have had everyone shoot once. Example if a team A has 16 players and Team B has 20 players both teams must send 16 different players if after 16 player the score is still tied then both teams can have players who have already shoot go again, this process must repeat itself until there is winner The Penalty shootout will start at center, both shooters will go at the same time. In the Championship Final there will be no add'l timeout in OT, with the only exception if you have not already used your Timeout during the game, then you may call a Timeout in OT.
- **Game Sheets**
Game sheets will be preprinted based off Rosters submitted, if teams provide Jersey Numbers on the official Roster forms by the roster deadline, then we will include the numbers on the game sheet. If numbers are not provided on the Roster form by the deadline, then it will be the Teams responsibility to update for each game, the tournament will not update once the game sheet is printed. This applies for Round Robin games and Playoff Games.

It is each Teams responsibility to ensure you review the sheet prior to the game for accuracy.

No Players can be added to the game sheet after Roster deadline

General Conduct

- Paramount Arena is a Public space any infraction or activity they deem violates the Mississauga City rules they will enforce and will result in ejection or further action including ejection or calling of authorities, anyone entering the building **MUST** abide by all arena Rules.
- The Deen Cup is **NOT** responsible for any lost or stolen property each individual is to ensure they **secure** all their valuables.
- All Parents **MUST** complete and sign all Waiver forms- Team Coaches or Managers must submit by the due date or are ineligible to play.
- **Garbage/Clean Up** - We ask everyone that includes Players and Spectators to support keeping the arena clean please pick up your own garbage and dispose of it in Garbage or Recycle Bins.
- Smoking/Vaping is not allowed IN THE BUILDING nor near the entrance doorways of the arena AND Shisha/Hookah smoking is prohibited in the front of the rink and on the front lawns. Any violation of the city rules may be enforced by arena staff leading to ejection and or calling of authorities