



Rules & Regulations

Under the guidance, direction and permission from the Showa-Shinzan International Yukigassen, the rules herein are the Official Rules & Regulations for all sanctioned Yukigassen Canada events. Event Officials have the authority to make necessary changes to these rules & regulations to ensure a successful and safe event experience for players, teams, spectators, organizers and the environment.

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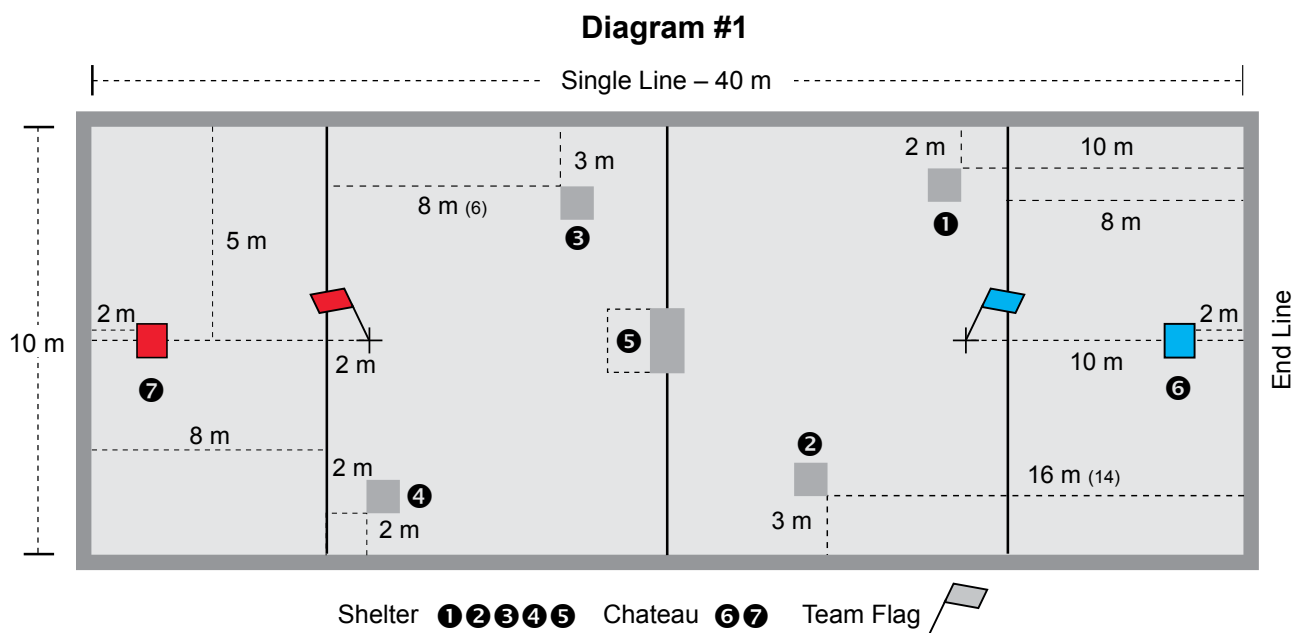
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I. Tournament Structure

All Yukigassen Canada sanctioned events and tournaments will follow a double elimination sports bracket structure where every team is guaranteed a minimum of 2 matches.

II. Court

The court shall be delineated as shown in Diagram #1. The standard court will be a sectioned-off rectangle with a length of 40 m (43.75 yards) and a width of 10 m (10.94 yards). Lines are also drawn similar to a hockey rink with blue lines on each side along with a center red line (exact colors are optional). Lines defining the court will be solid lines drawn on top of the snow. The lines will be laid out according to Diagram #1.



III. Chateaus, Shelters & Flags

The standards for the chateaus, shelters, and flags inside each court (see Diagram #1) are as follows:

- Each team will have a “home” chateau. Each home chateau will be 90 cm (35.43”) in height, 90 cm (35.43”) in length, and 45 cm (17.72”) in width. Each home chateau is to be placed in the middle of the court and 2 meters (2.19 yards) from the end lines.
- The “center” chateau will be 90 cm (35.43”) in height, 180 cm (70.87”) in length, and 45 cm (17.72”) in width and it will be centered over the center line in the middle of the field.
- There shall be two “defensive” shelters placed on each half of the court. Defensive shelters will be 90 cm (35.43”) in height, 90 cm (35.43”) in length, and 45 cm (17.72”) in width.
- In principle, all shelters and chateaus shall be made of snow, however in case the shelters cannot be made of snow they can be made of other suitable materials.
- Flag stands are to be placed in the middle of the court 2 meters (2.19 yards) in front of each team’s blue (or back) line.

IV. Equipment

The diameter of each snowball shall be 2.5-2.75”. Each team will be responsible for making their own snowballs prior to each match under the supervision of officials. Officials can decide at anytime to make and distribute the snowballs themselves.

All snowballs are to be made in accordance with the officials on site relating to the equipment being used and the temperature of the snow to ensure a fair and safe match.

Helmets must be worn by all players at all times on the court and must be a HECC or CSA approved hockey helmet with a shield or cage. If a cage is used, the player must be wearing eye protection (goggles or glasses). Under special circumstances, helmets other than HECC/ CSA approved helmets may be used upon approval by event officials. Helmets must be worn until results for the match are announced.

Shoes may not have metal spikes or steel toes – rubber spikes and/or cleats are allowed.

Shields of any kind are prohibited.

Numbers on pennies must be visible to officials at all times. Penny numbers 1-4 are for the forward player position and penny numbers 5-7 are for the defense player positions.

Teams are encouraged to create their own uniform but it is not necessary.

Targets used for a shoot-out will be determined by event officials.

V. Age Groups and Categories

All Yukigassen sanctioned events will follow the following age group categories. Age of the players is determined by the players' age on the date of the event. For birthdays on the weekend of the competition, players must play in the older age division.

For safety reasons, no player can play in a different age division at any time.

The Corporate Community Teams must have a minimum of 2 women on each team. This is the only co-ed division.

Age Division	Sex
9-11	Boys
	Girls
12-13	Boys
	Girls
14-15	Boys
	Girls
16-18	Boys
	Girls
Adult (19+)	Man
	Women
Corporate Community 18+	Minimum 2 women

The first place teams from the Adult Men and the Adult Women at the Yukigassen Canada National Championships have the opportunity to represent the Canada at the World Showa-Shinzan International Yukigassen Championships in Japan.

VI. Team Composition

One (1) Captain and no more than 6 additional registered players for a total of 7 players per team. In the Corporate Community Challenge Division, a minimum of 2 female players must make up each team of 7. A team is able to register up to 2 substitute players if desired.

Team Captains are responsible for their team's actions on and off the court in keeping with the competitive and community spirit of the sport of Yukigassen in the Canada. Team Captains are responsible for submitting the team roster to event officials prior to the match to ensure rules and regulations are being followed, and that all players are registered.

A team can play if less than 7 people start a period, but the opposing team is scored 1 point for every missing player.

The players are divided into Forward and Defense positions. The Forwards must wear penny numbers 1-4 and the Defense wear numbers 5-7.

VII. Player Roles

Forward players can play anywhere between their own blue (or back) line and the red center line. If Forward players step on their own blue line (after the initial crossing) or the perimeter lines, they will be called "Out".

No more than three players from the same team may at any one time cross the center line (with feet or hands) into the opponent's court. A fourth player may only cross the center line when one of the first three players across the line has been declared "Out" (if a fourth active player crosses the line, the team immediately loses the period 0-10).

Defense players can use the whole court. Defensive players can carry/move/roll snowballs (with their hands) from their home chateau to their Forwards. If Defense players step on the perimeter lines of the court they will be called "Out". None of the on-field team members may touch a perimeter line (end line or side line) during the match.

Substitutions, if desired, can be made between periods. A player who has been replaced has the opportunity to play again in subsequent periods. All players including substitutes must be listed on the team roster (if an un-registered player enters the court the team immediately loses the match). All substitution requests will be made between the Captain and the event official. Pennies must be exchanged with substitute players.

An athlete registered with one team may not play for another team unless approved by event officials.

In case of injury during play, substitution during the play is not allowed.

VIII. Manner of Play

Before the start of a match, teams will line up on both sides of the center line and greet each other. At this time teams will choose a side of the field by coin toss. Snowballs which have been inspected by the officials are carried to each team's respective home chateau.

Players line up in front of their own blue (or back) line with up to two snowballs and wait for the starting whistle. Each team can use a maximum of 90 snowballs per period. The remaining snowballs are located in the snowball case, situated behind each team's chateau.

The period begins when the official blows his whistle.

A match (or game) consists of three periods.

A period consists of three minutes of active playing time.

There is a one minute break between periods to change field ends.

Periods can be interrupted by the signal of the official.

If the play is interrupted, active players must stop and wait where they are with whatever snowballs they have. Periods will be resumed after the official has evaluated the situation that caused the interruption.

If the official states that both teams were equally at fault for the interruption, the period will be resumed with each team starting from just in front of their own blue (or back) lines.

If it is decided by the official that one team is at fault for the interruption, that team will start from just in front of its blue line. The other team will be allowed to start from the positions they occupied at the time of the interruption.

If neither team is judged to be at fault the period restarts with the players of both teams at the positions they occupied before the interruption.

The players will restart the period with the same snowballs they had in their hands when the period was interrupted.

The period resumes when the official sounds the whistle.

A period will end due to one of the following:

A team captures (pulls out) the opposing team's flag.

A team pulls out its own flag (the team would lose the period 0-10).

All of one team's players are declared "Out".

A signal from the Official when the time (three minutes of play) has run out.

A period (and match) may be ended due on fouls (see Sections XV & XVI).

IX. Snowball Handling

270 snowballs are used per team per match, or 540 in total (90 snowballs for each team for each of the three periods).

Snowballs that have been picked up during the match and are 2/3's of a whole snowball may be used.

Loose snow may not be used to make new snowballs or to repair broken snowballs.

Players can hand snowballs to their own teammates or roll them across the court to their teammates.

Players cannot throw snowballs to their own teammates.

During the period, players can store snowballs in different locations (such as on top of or behind shelters) to be used later.

Once the play begins players can carry as many snowballs as they can hold in their hands (but cannot use their pennies or clothing to carry or cradle the snowballs).

X. Match Goals

A player who has been hit by a thrown snowball is declared “Out” and must leave the court.

Each team tries to hit as many members of the opposing team as possible with snowballs during the allotted time.

Players can try to capture the opposing team’s flag by lifting it from the stand. Capturing the flag means to pull the flag pole out of its holder.

When a team loses all of its player the period ends and they lose the period.

XI. Being Called “Out”

The following players are called out:

- A player who is hit by a snowball
- A player whose foot crossed an end line or sideline
- A player who is a Forward whose foot crosses his own team’s blue line
- A player who makes an illegal snowball
- A player who hides or carries a snowball inside his or her clothing or penny.
- When two players hit each other simultaneously they are both considered out.

Players who have been called “out” must move immediately to the closest sideline, exit the court, and walk back to (behind) his or her team’s end line.

Under the following circumstances a player is NOT considered “out”:

- When a player is struck by a crumbled snowball
- When a player is struck by a snowball that has rebounded off of something first (another player, the ground, a flag, a shelter, a chateau, etc).
- When a player is struck by a snowball from an “outed” player, or a snowball that came from outside of the court
- When a player is struck just as a period’s ending whistle is blown.

XII. Winning and Counting Points

A team wins a period when one of its athletes captures the other team's flag.

If a flag is pulled just as the period's ending whistle sounds it is not considered captured.

A team wins a period when it has eliminated all of the opposing team's athletes.

A team wins a period if it has more active players on the court than the opposing team when the ending whistle blows.

If both teams have the same number of active athletes on the court when the time expires, the period is declared a draw and each team is awarded one point per active athlete.

XIII. Points

A team that captures the other team's flag wins the period by a score of 10 – 0.

If a team pulls its own flag it will be awarded 0 (zero) points.

A team that eliminates all of the opposing team's athletes wins the period 10 – 0.

When the period ends because the time has run out, the active players on each team are counted and each team is awarded one point per player. The team with the most points is declared the winner of the period.

If a team loses a period because four of its players crossed the center line, the score will be 0 - 10.

XIV. Deciding the Match Winner and Loser

A team that wins the first two periods of a match is declared the winner.

In a three-period match, if both teams have won a period, the winner of the third period wins the match.

In a three-period match, if the first two periods end in a tie the winner of the third period is declared the winner.

In a three-period match, if both teams have won a period and the third period is a tie, the period points are added and the team with the most points wins the match.

If the match is still tied after adding up the period points, the winning team will be decided by a Shoot-Out (or "Victory Throw"). Shoot-Outs are to be conducted as follows:

Seven athletes per team participate.

A target is placed on a home chateau and athletes line up behind its corresponding blue line.

To start, five members from each team are chosen and take turns (one turn per player) throwing a snowball at the target. The team with the most “knockdowns” of the target wins.

If a winner is not declared, then one athlete per team (from the remaining 2 athletes) each takes a turn throwing a snowball at the target. The team that knocks the target off the chateau wins.

If a winner is still not declared the remaining athletes (one per team) take one turn each. The team that knocks the target off the chateau wins.

If a winner is still not decided, each team chooses one athlete (from the seven that participated in the shoot-out) for a Sudden Death round. The two athletes play until a winner is declared.

In the case that the target is knocked off the chateau by an athlete who crossed the blue line, the knockdown is not counted.

XV. Fouls

A foul is called if a player does any of the following:

1. If a player does not accept when he is called “Out” by an official, or protests a call
2. If a player commits a dangerous act, such as tripping other players
3. If an athlete (either active or on the sidelines) interrupts a match (when an athlete does not follow the orders of the referees in a way that would keep the match from continuing).
4. If a player acts unruly.
5. If an athlete “Flies”, or commits a “False Start”.
6. If a team has too many snowballs for the period (i.e. the team starts the period with more than 90 snowballs made by the snowball maker).
7. If a team refuses to start a match or delays a match without good reason (if a referee gives 3 warnings for the start of the match and is delayed by any action).
8. If a team walks off the field, or renounces a match without good reason.
9. If a player (or players) not on the official team roster participate in the match.

Event officials can also hand out fouls at their discretion for actions not listed above.

XVI. Penalties

If a player is found guilty of committing any one of fouls 1 through 4 listed above, he or she will be ejected from the field with a red card and his or her team will be given a warning (a yellow card will be shown to the Captain). The ejected player will not be allowed to participate in the remainder of the match.

If any member of a team is found guilty of committing one of fouls 5 through 7 listed above, the team will be given a warning (a yellow card will be shown to the Captain).

If a team receives two yellow cards in one match, the team is disqualified and forfeits the match.

A team will be immediately disqualified from the match for committing foul number 8 or 9.

XVII. Injuries and Accidents

A match can be stopped temporarily in the event that the match cannot be continued due to accident or player injury.

If a match cannot be continued due to an injury, and if the injury was caused intentionally and by fault, the team that caused the injury will be declared the loser of the match.

In the event that the cause of the injury is not clear, the team unable to continue will be declared the loser of the match.

Teams can decide to continue to play with less than 7 players, but the opposing team will get a point for each missing player.

XIX. Officials

Each Yukigassen Canada event/tournament will be officiated in such a manner to ensure a successful, safe, and fair event.

Each match will have a minimum of two officials, each one positioned on opposing sides of the snow court.

One official will be declared the Head Match Official for each match. He or she is given the authority to make all decisions, and is responsible for the time clock should a third official or timekeeper not be present. The Head Official will be responsible for declaring the winner and for returning the completed score sheet (and any additional forms) to Event Organizers.

The Second Official must double-check the Head Official's addition and determination of winner. He or she must also sign the score sheet.

Both team captains must sign off on completed score sheets.

All officials will be responsible for calling fouls and outs.

When a player is hit by a snowball the Official should point his or her flag at the athlete & shout the player's penny color and number (e.g. "Blue Number One – OUT!").

When a player crosses an illegal line, the Official should point his or her flag at the athlete & shout the player's penny color and number along with "over the line" (e.g. "Over the line - Red Number Six – OUT!").

The Head Match Official will carry a flag, a whistle, yellow/red cards, a stop watch, and keep necessary forms courtside.

The Second Official(s) will carry a flag, a whistle, and yellow/red cards.

A minimum of one official must be present during the making of the snowballs. This official has full authority to determine the need to slow down, add water/heat, etc, to ensure a safe event and snowballs that are free of ice and rocks.

In the case that something happens that is not covered in these rules, it will be discussed and settled through a meeting of the Match Officials. Any decision made will be final.

XX. Team Administration

Thirty (30) minutes before the start of the match the Team Captains must fill out the player roster section of the score sheet and give it to the tournament office.

Snowball making begins 30 minutes before the scheduled start time. Teams have 10 (ten) minutes to make their snowballs. Tournament Organizers may at any time decided to assist with the making of the snowballs.

When a team enters the court, the athletes must bring with them all of the snowballs that will be required for the match (and leave them at the edge of the court). Each team is to take 90 snowballs to the respective home chateaus once they have been designated.

XXI. Referee Administration

At the start of a match, the Head Match Official, along with all other officials, will stand in the middle of the snow court to facilitate the team greeting and coin toss.

Officials are free to move around as they feel necessary to make decisions, but will try not to get in the way of the players.

Officials must wear approved helmets and face shields to ensure their personal safety.

Officials will wear the agreed upon uniform.

XXII. Forms

All sections of the official Yukigassen Canada score sheet should be completed.

Periods will be recorded on the score sheet at the end of each period.

When a flag has been captured, the score will be recorded as 10–0.

If a team pulls its own flag the score will be recorded at 10-0 for the opposing team.

If all of one team's athletes have been declared out the score will be 10–0 for the opposing team.

If a fourth athlete crosses the center line the score will be 10–0 for the opposing team.

If no one has captured a flag within the allotted time, the score will be recorded according to the number of active players on field (i.e. 4–5, or 3–2).

If no one has captured a flag within the allotted time, and the number of players per team remaining on the court is equal, the score will be recorded according to the number of players on field (i.e. 5–5).

If a match is decided by Shoot-Out, the score will be recorded as 2–1 for the winning team.

The Shoot-Out is considered an extension of the final period; therefore the winning team would have won two periods while the losing team would have won one period.

When any Fouls are given, they should be noted in the appropriate area on the score sheet.

If a team loses by way of Fouls (either by receiving two team fouls or an immediate disqualification), it should be recorded on the score sheet as "Match forfeited – win by foul".

The name of the winning team should be entered in the appropriate space.

The Team Captains should sign the completed score sheet after the match.

Both (all) of the officials should sign the score sheet in the appropriate space.