



TNT FOUNDATION

OFFICIAL TOURNAMENT RULEBOOK

COMPETE. HAVE FUN. GIVE BACK.

TNT FOUNDATION | EST. 2005



WELCOME TO THE TNT FOUNDATION OFFICIAL TOURNAMENT RULEBOOK

This Rulebook establishes the official playing rules, tournament procedures, safety standards and conduct expectations for TNT Foundation events. It is designed to provide every participant, captain, official and volunteer with one clear and consistent reference.

TNT tournaments are competitive, but the purpose behind every event is bigger than the final score. Our events bring people together, create memorable experiences and raise funds that help children access sport and recreation.

When a TNT-specific rule differs from a league, facility or general playing rule referenced within this book, the TNT-specific rule governs unless the host facility requires otherwise.

Schedules, entry fees, venues, prize amounts and other event-specific details may change from year to year and will be announced by the TNT Foundation.

COMPETE. HAVE FUN. GIVE BACK.

ONE FOUNDATION. SIX EVENTS.

ONE STANDARD OF COMPETITION.

Official rules • Player safety • Sportsmanship

Community • Fundraising • Lasting memories



HOW TO USE THIS BOOK

Each tournament section is designed to stand on its own. Captains and participants should review the applicable event rules before play. TNT Foundation Tournament Officials retain final authority where a situation is not specifically covered.



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Your quick guide to every official TNT Foundation event.

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OFFICIAL TNT FOUNDATION TOURNAMENT RULEBOOK



OUR STORY

THE TNT FOUNDATION

The TNT Foundation was created in **2005 by Bruce Smith and Steve Thomas in memory of Warren Thomas and Don Tallis**. What began as a way to honour two important lives has grown into a longstanding commitment to giving back to the community through sport.

For more than two decades, the TNT Foundation has brought together friends, families, athletes, volunteers, sponsors and community partners through tournaments and fundraising events built around competition, friendship and giving back.

At the heart of the Foundation is a simple belief: **every child deserves the opportunity to experience sport**.

Through its partnership with **Canadian Tire Jumpstart Charities**, which began in 2017, the TNT Foundation has raised **more than \$150,000** to help children access sport and recreation opportunities.

Over the years, TNT has continued to grow its calendar of events while staying true to the spirit in which the Foundation was created. From hockey and baseball to golf, Puck 'N Ball, soccer, euchre and casino events, every tournament brings people together for a bigger purpose.

TNT events have also created unforgettable experiences along the way, including opportunities for Foundation members and supporters to **play alongside professional athletes**, all while raising money for children and the sports community.

Today, the TNT Foundation continues the legacy started by Bruce Smith and Steve Thomas and honours the memory of **Warren Thomas and Don Tallis** through every event, every participant, every volunteer and every dollar raised.

COMPETE. HAVE FUN. GIVE BACK.
That is what TNT is all about.



TNT FOUNDATION



EUCHRE & CASINO NIGHT

OFFICIAL TOURNAMENT RULES



1. TOURNAMENT OVERVIEW

TNT Euchre & Casino Night is a social fundraising event operated by the TNT Foundation. The evening may include an organized Euchre Tournament together with casino-style games including Blackjack and Texas Hold'em.

2. PARTICIPATION & ELIGIBILITY

- Euchre teams consist of two players.
- Participants must register for the event in accordance with the registration process announced by the TNT Foundation.
- Players are expected to remain respectful toward opponents, dealers, volunteers and Tournament Officials.

3. EUCHRE TOURNAMENT FORMAT

- The tournament is played using a round-robin format unless the TNT Foundation announces otherwise for a specific event.
- Teams rotate tables/opponents according to the official tournament schedule.
- All games are played using standard Euchre rules except where modified below.

4. DEALING & STICK THE DEALER

STICK THE DEALER IS ALWAYS IN EFFECT. If the first three players pass during the second round of bidding, the dealer must name trump. The dealer may not pass and redeal.

5. TABLE TALK & SIGNALS

NO TABLE TALK, SIGNALS OR UNAUTHORIZED COMMUNICATION.

Partners may not use words, gestures, facial expressions, coded language, card positioning or any other method to communicate information about their hand.

6. SCORING

Games are scored using standard Euchre scoring. Tournament standings are based on the event format announced by the TNT Foundation, including total game results/points where applicable.



7. TIEBREAKERS

Where required, tournament ties may be broken using, in order:

Head-to-Head Result; Total Points For; Total Points Against; Random Draw.

8. CASINO NIGHT

Casino Night may include Blackjack, Texas Hold'em and other casino-style games selected by the TNT Foundation. Casino games are recreational fundraising activities unless expressly announced otherwise.

Event-specific buy-ins, chips, prizes and procedures will be announced for that event.

9. CONDUCT & FINAL AUTHORITY

Cheating, collusion, abusive conduct or deliberate disruption will not be tolerated. The TNT Foundation has final authority over tournament administration, disputes, eligibility and any situation not specifically addressed in these rules.



TNT FOUNDATION

GOLF TOURNAMENT

OFFICIAL TOURNAMENT RULES





1. TOURNAMENT OVERVIEW

The TNT Golf Tournament is an annual charity golf event operated by the TNT Foundation. The tournament is played as an 18-hole scramble and includes on-course contests, fundraising activities, registration gifts, lunch and a dinner banquet.

2. TEAMS & ELIGIBILITY

- Groups may consist of 1 to 4 players.
- All registered players participate in the scramble format.

3. SCRAMBLE FORMAT

- All players tee off on each hole.
- After all players have hit, the team selects the preferred ball position.
- Every player then plays the next shot from the selected position.
- The process continues through every shot and putt until the ball is holed.
- The team records one score for each hole.

4. GAME LENGTH

The tournament consists of **18 holes**. Players are expected to maintain an appropriate pace of play and follow all host-course rules and directions.

5. ON-COURSE CONTESTS

- Longest Drive - designated hole(s).
- Closest to the Pin - designated hole(s).
- Additional contests or hole-in-one promotions may be announced for a specific tournament.

6. PUTTING CONTEST - 50/50

The practice-green putting contest is operated as a 50/50 fundraiser. Each purchase provides **3 putts**. There is **no maximum number of buy-ins**. Each ball successfully holed is worth **1 point**. The participant with the highest total score wins the contest and receives the announced share of the 50/50 pot.



7. RAFFLE TICKETS & FUNDRAISING

Raffle tickets may be available for purchase during the tournament. Additional fundraising opportunities may be offered and announced by the TNT Foundation.

8. REGISTRATION, LUNCH & BANQUET

- Registration gifts are provided as announced for that year.
- A packed/boxed lunch is provided as part of the event where announced.
- A dinner banquet follows tournament play and includes awards and event presentations.

9. PRIZE FORMAT

The banquet may include either a **silent auction** or a **raffle-ticket-based prize table**, depending on the format selected for that year.

10. CHAMPIONS

The group recording the lowest valid 18-hole scramble score is declared the **TNT GOLF TOURNAMENT CHAMPIONS**, subject to any event-specific tiebreaking procedure announced by the TNT Foundation.

11. COURSE RULES & FINAL AUTHORITY

Players must comply with host-course policies, cart rules, pace-of-play requirements and safety instructions. The TNT Foundation has final authority over TNT-specific tournament administration and rulings.



TNT FOUNDATION

PUCK 'N BALL TOURNAMENT

OFFICIAL TOURNAMENT RULES





1. TOURNAMENT OVERVIEW

The TNT Puck 'N Ball Tournament is a three-day charity tournament combining slow-pitch softball and hockey into one overall competition. The tournament is played from Friday through Sunday and normally consists of six teams divided into Pool A and Pool B.

Each team is guaranteed a minimum of **3 slow-pitch softball games and 3 hockey games**. Results from both sports count toward the overall standings.

2. PLAYER PARTICIPATION - BOTH SPORTS REQUIRED

Puck 'N Ball is a two-sport tournament. Registered participants are expected to participate in **both softball and hockey**. An exception may be granted for a valid reason approved by a TNT Foundation representative. The Foundation has final authority over participation exceptions.

3. POOL PLAY & CROSSOVER GAMES

Teams begin in Pool A or Pool B. Following pool play, teams are ranked Winner (1st), Middle (2nd) and Loser (3rd). Crossover games are then played: **Winner A vs Winner B; Middle A vs Middle B; Loser A vs Loser B**. Crossover games are official tournament games and count toward Tournament Points and Plus/Minus.

4. TOURNAMENT POINTS

WIN - 2 TP TIE - 1 TP LOSS - 0 TP

Tournament Points earned in both sports are combined to determine the overall standings.

5. COMBINED PLUS/MINUS

5.1 Softball Plus/Minus

Softball run differential is capped at **+7/-7 per game**. The recorded softball differential is then **divided by 2** before being added to the combined total. Example: a 15-5 win is +10 actual, capped at +7, then adjusted to +3.5.

5.2 Hockey Plus/Minus

Hockey goal differential is capped at **+3/-3 per game**. Example: a 7-2 win is +5 actual but is recorded as +3.



5.3 Combined Total

Adjusted softball differential and hockey differential are added together to create the team's **Combined Puck 'N Ball Plus/Minus**.

6. STANDINGS TIEBREAKERS

1. Head-to-Head Result
2. Combined Puck 'N Ball Plus/Minus
3. Total Wins
4. Hockey Plus/Minus
5. Adjusted Softball Plus/Minus
6. Random Draw

7. OVERALL CHAMPIONS

The team finishing first after all scheduled softball and hockey games is declared the **TNT PUCK 'N BALL CHAMPIONS**.

8. SOFTBALL - GAME FORMAT

- Coin flip determines home team.
- 7 innings are played.
- 6-run cap per team in innings 1-4.
- Innings 5-7 are open innings.
- There is no mercy rule; the Plus/Minus cap limits the standings impact of a blowout.

9. SOFTBALL - PLAYERS & LINEUP

- A maximum of 11 defensive players may be on the field.
- Everyone on the team bats according to the team's established batting lineup.

10. SOFTBALL - BATTER COUNT

Every batter begins at **0 balls and 0 strikes**. If the count reaches **3 balls and 0 strikes**, the batter must swing at the next legal pitch as a courtesy. Once at least one strike has been recorded, the mandatory 3-0 swing requirement no longer applies.



11. SOFTBALL - +2 HOME RUN RULE

A team may not have more than two additional over-the-fence home runs than its opponent at any time. Once a team reaches +2, it may not record another over-the-fence home run until the opponent reduces the difference.

12. SOFTBALL - BASERUNNING

- No sliding.
- **NO BASE STEALING. Base stealing is prohibited.**
- A batter must reach first base before a courtesy runner may normally be used.
- For an injured player unable to safely reach first, the team's last recorded out may act as the runner from the designated fence/start location.

13. SOFTBALL - HOME PLATE & SCORING LINE

Offensive runners must cross the designated white Scoring Line and must not touch home plate. Touching or stepping on home plate while scoring is an automatic out. The catcher may use home plate. The separation is intended to prevent collisions and injuries.

14. SOFTBALL - OUTFIELD THROW TO FIRST

An outfielder may not throw a batter-runner out at first base on a ball that has reached the outfield. Normal defensive play remains in effect at other bases.

15. SOFTBALL - TIED GAMES

Softball games may end in a tie after seven innings. There are no extra innings. Each team receives 1 Tournament Point and 0 Plus/Minus for the tied game.

16. HOCKEY - GAME FORMAT

Each hockey game occupies a 50-minute block: the first 5 minutes are warm-up, followed by 45 minutes of running game time. There are no periods or intermissions. The final whistle is blown at the 50th minute from the scheduled start time.

17. HOCKEY - EQUIPMENT

All players must wear appropriate hockey equipment. At minimum, every player must wear a hockey helmet with a visor or cage. A player without at least one of these forms of facial protection may not participate.



18. HOCKEY - CONTACT & SHOTS

NO BODY CHECKING. NO SLAP SHOTS. NO FAKE SLAP SHOTS. NO SHOTS ABOVE THE ANKLES. All shots must remain at or below ankle height. This applies to wrist shots, snap shots, backhands and any other type of shot.

19. HOCKEY - ICING

Icing is called from the **opposing blue line**. All other normal icing procedures apply.

20. HOCKEY - STANDARD INFRACTIONS

Standard infractions including tripping, hooking, holding, slashing, interference and high-sticking result in an **automatic penalty shot for the player who drew the penalty**. The referee determines whether an infraction occurred and the on-ice decision is final.

21. HOCKEY - COOL-DOWN PENALTIES

Referees may use cool-down penalties to control confrontations or excessive aggression: **first incident - 1 minute; second incident - 2 minutes; third incident - 5 minutes or ejection from that game**, at referee discretion. A game ejection does not automatically suspend the player from later games; the TNT Foundation reviews the circumstances and may impose further discipline.

22. HOCKEY - GOALTENDERS

If a team cannot provide a goaltender, it may borrow a goaltender from another tournament team or use a rental/replacement goaltender so the scheduled game can be played.

23. HOCKEY - TIED GAMES

Hockey games may end in a tie. There is no overtime or shootout during tournament play. Each team receives 1 Tournament Point and 0 Plus/Minus.

24. REGISTRATION & CAPTAIN RESPONSIBILITIES

Tournament jerseys, shorts and Foundation registration gifts are distributed before play begins. Captains are responsible for conducting a pre-tournament team/tailgate talk, ensuring players understand the rules, communicating tournament information, promoting sportsmanship and returning TNT hockey jerseys after the final hockey game.



25. ALCOHOL & FACILITY RULES

At the softball fields, beverages must not be visibly displayed in cans on the benches. The Foundation may supply red cups for field use. **No cans on benches.** Inside the hockey arena, **red cups are not permitted outside authorized dressing rooms**, and alcohol may only be consumed where permitted by the host facility. Facility rules always apply.

26. HOUSEKEEPING & DRESSING ROOMS

No garbage is to be left behind. Teams are responsible for benches, playing areas, parking areas, dressing rooms and common areas. When a dressing-room key is provided, teams should lock the room while occupied and leave it clean when finished.

27. MASSAGE THERAPY AREA

Where provided, a designated massage-therapy student area is available during announced hours. Players should allow approximately 15-20 minutes per session so students can obtain required practical teaching time. Participants must treat students and supervisors respectfully.

28. CONDUCT, OFFICIALS & FINAL AUTHORITY

Players must respect teammates, opponents, officials, volunteers, facility staff and spectators. Fighting, threats, harassment, deliberate attempts to injure another player, deliberate cheating and abusive conduct will not be tolerated. Game officials control on-field/on-ice rulings; the TNT Foundation has final authority over standings, eligibility, discipline, tournament administration and TNT-specific rule interpretation.

29. FOLLOWING YEAR'S POOLS

Pool A and Pool B assignments for the following year's tournament may be determined using the current year's results to maintain competitive balance.



TNT FOUNDATION

BASEBALL TOURNAMENT

OFFICIAL TOURNAMENT RULES





1. TOURNAMENT OVERVIEW

The TNT Baseball Tournament is a slow-pitch softball tournament operated by the TNT Foundation. Each team is guaranteed 3 games. Unless modified below, Markham Men's Slo-Pitch League (MMSPL) rules govern gameplay. Where a TNT rule differs, the TNT rule takes priority.

2. TOURNAMENT POINTS

WIN - 2 TP TIE - 1 TP LOSS - 0 TP

3. HOME TEAM

A coin flip determines the home team. The coin-flip winner chooses home or visitor.

4. GAME LENGTH & RUN CAP

- 7 innings are played.
- 6-run cap per team in innings 1-4.
- Innings 5-7 are open.
- There is no mercy rule; all seven innings are played.

5. +2 HOME RUN RULE

A team may not have more than two additional over-the-fence home runs than its opponent at any time.

6. HOME PLATE & SCORING LINE

Runners must cross the designated Scoring Line and must not touch home plate. Touching home plate while scoring is an automatic out. The catcher may use home plate.

7. COURTESY RUNNERS

There is no fence-running option. A batter must safely reach first base before a courtesy runner may be used. The courtesy runner is the last recorded out.

8. NO SLIDING

Sliding is prohibited.

9. BASERUNNING BASICS

NO BASE STEALING. Base stealing is prohibited.

Runners must remain in contact with their base until the pitched ball reaches or passes home plate/strike mat or is hit. A runner who leaves early will be called out.



9. BASERUNNING BASICS - CONTINUED

If a pitched ball is not hit, runners may not advance and must return to their base. Once a fair ball is hit, runners may advance normally and are in jeopardy of being put out.

On a caught fly ball, runners must remain on or return to their base and may advance only after the ball has been touched by the fielder. Leaving early may result in the runner being called out on appeal.

A batter-runner may overrun first base and return safely. If the runner makes an attempt toward second base, they may be tagged out before returning to first.

A runner attempting to avoid a tag may not run more than approximately three feet outside their established base path.

Missing a base or leaving a base early on a caught fly ball may result in an out if properly appealed by the defensive team.

10. STANDINGS & TIEBREAKERS

Teams are ranked first by total Tournament Points. If tied, apply in order:

1. Most Wins; 2. Head-to-Head Result; 3. Run Differential; 4. Total Runs Scored; 5. Random Draw.

RUN DIFFERENTIAL CAP

Run Differential is capped at +10/-10 per game. Example: an 18-5 result is +13/-13 actual but is recorded as +10/-10 for tournament tiebreaking purposes.

NOTE: All innings must be played out, as Run Differential could be a factor in the final standings.

11. TIED GAMES

A game may end in a tie after seven innings. There are no extra innings. Each team receives 1 Tournament Point and the game has a Run Differential of 0.

12. CHAMPIONS

The team finishing first overall after all three games and applicable tiebreakers is declared the TNT BASEBALL TOURNAMENT CHAMPIONS.

13. SPORTSMANSHIP, UMPIRES & FINAL AUTHORITY

Players must respect opponents, teammates, umpires, volunteers, spectators and facility staff. The umpire controls on-field decisions. The TNT Foundation has final authority over standings, eligibility, administration and interpretation of TNT-specific rules.



TNT FOUNDATION

SOCGER ***TOURNAMENT***

OFFICIAL TOURNAMENT RULES





1. TOURNAMENT OVERVIEW

The TNT Foundation Soccer Tournament is a one-day indoor adult soccer tournament normally held during the December Christmas holiday break. The exact date, venue, schedule and event-specific information are announced for each tournament. The tournament is an **18+ Open Division**.

2. TOURNAMENT INFORMATION

Team Registration Entry Fee (will be listed by the TNT Foundation)

Championship Cash Purse (will be listed by the TNT Foundation)

Spectator Admission (if applicable, will be listed by the TNT Foundation)

Amounts may change from tournament to tournament. The Championship Cash Purse is awarded to the Tournament Champions only unless otherwise announced. Remaining tournament proceeds support the TNT Foundation and its causes.

3. REGISTRATION & PAYMENT

The full team registration entry fee is due at registration unless otherwise approved. Fees are non-refundable once a team has registered unless the TNT Foundation grants an exception. A disqualified team forfeits its registration fee and prize eligibility.

4. TEAMS & ROSTERS

- Tournament generally consists of approximately 8-12 teams, subject to adjustment.
- Games are 6v6: five players plus one goalkeeper.
- All players must be at least 18 years old.
- Maximum roster: 14 players unless approved by TNT Foundation Tournament Officials.
- Rosters are normally locked 24-48 hours before the tournament or by the announced deadline.
- A player may play for only one team.
- No restriction based on soccer experience; this is an Open Division.



5. JERSEYS & PLAYER IDENTIFICATION

Teams supply matching jerseys. Each jersey must display either a number or player name on the back. If colours conflict, TNT-provided pinnies are used; a coin toss determines which team wears them. Officials have final authority over colour conflicts.

6. PLAYER EQUIPMENT

Shin guards are mandatory. Footwear and equipment must comply with facility rules. Unsafe jewelry/equipment may be ordered removed. Each match is supplied with an official TNT game ball.

7. TOURNAMENT FORMAT & POINTS

Each team is guaranteed a minimum of **3 games**, subject to circumstances outside the Foundation's reasonable control. Group play is followed by playoffs. The top two teams from each group normally advance. **Win - 3 points; Tie - 1 point; Loss - 0 points.**

8. GROUP STANDINGS & TIEBREAKERS

If teams are tied in Tournament Points, apply in order: **1. Most Wins; 2. Head-to-Head Result; 3. Goal Differential; 4. Most Goals Scored; 5. Fewest Goals Allowed; 6. Random Draw.**

Goal Differential Cap

Goal Differential is capped at **+5/-5 per game**. A 9-1 win is recorded as +5/-5 for tiebreaking purposes.

9. GAME LENGTH & RUNNING TIME

Round-robin and standard playoff games consist of **two 20-minute halves** using running time. The referee may stop the clock for serious injury, major incident, facility issue or another exceptional circumstance. The Championship Game may use **two 25- to 30-minute halves** as announced by the TNT Foundation.

10. SUBSTITUTIONS

Unlimited substitutions are permitted on the fly. Entering players must do so safely and may not create an unfair advantage by entering before the substituted player has left the playing area.

11. GENERAL PLAYING RULES

- No offside rule.



- Throw-ins are used at sidelines unless the facility requires another restart.
- No special restriction prevents a goalkeeper from distributing beyond halfway.
- Normal goalkeeper handling rules apply as reasonably adapted to the indoor environment.

12. SLIDE TACKLING

Slide tackling an opposing player is prohibited. A player may slide to keep a ball in play, block a shot or otherwise play the ball when the slide is not directed at or into an opponent. The referee decides whether a slide is dangerous or prohibited.

13. TIED PLAYOFF GAMES

A tied playoff game other than the Championship Game proceeds **directly to penalty kicks**. There is no extra time before penalty kicks in standard playoff games.

14. CHAMPIONSHIP - TNT SILVER GOAL EXTRA TIME

If the Championship Game is tied after regulation, a full **10-minute extra-time period** is played. If one team leads after that period, it wins. If still tied, a second full 10-minute period is played. If still tied after both periods, the Championship is decided by penalty kicks. A goal during extra time does not immediately end the applicable period.

15. YELLOW CARD - TWO-MINUTE PENALTY

A yellow card results in a **2-minute timed penalty**. The player leaves the surface and the team plays shorthanded for the full penalty. The penalty does not end if the opponent scores.

16. BLUE CARD - FOUR-MINUTE PENALTY

A blue card results in a **4-minute timed penalty** for conduct more serious than a standard yellow-card offence but not requiring immediate ejection. The team plays shorthanded for the full penalty. The referee determines whether conduct warrants yellow, blue or red.



17. MULTIPLE PENALTIES

Active penalties are served independently and teams may play progressively shorthanded. A team must maintain at least **4 players total, one of whom must be the goalkeeper**. If it cannot, the referee may stop the match and a forfeit may be assessed.

18. RED CARDS

A red card results in immediate removal and an automatic minimum **one-game suspension**. The TNT Foundation may increase the suspension or remove the player from the remainder of the tournament.

19. FIGHTING & SERIOUS MISCONDUCT

Fighting results in automatic removal from the entire tournament.

There is zero tolerance for fighting, attempted fighting, threats, harassment, abuse of officials, discriminatory conduct, deliberate violent conduct or other serious misconduct. The Foundation may remove an entire team for a serious multi-player incident and may restrict future participation.

20. REFEREES & TOURNAMENT AUTHORITY

The TNT Foundation provides referees. Assigned referee(s) have full authority over play, fouls, penalties, cards, safety and match control. TNT Foundation Tournament Officials have final authority over schedules, rosters, eligibility, discipline, protests, forfeits and tournament-rule interpretation.

21. LATE TEAMS & FORFEITS

Teams must be ready at the scheduled start. A team unable to begin within **5 minutes** may forfeit. A forfeit is normally recorded as **3-0**, with the opponent receiving 3 Tournament Points. Officials may make exceptions when circumstances warrant.

22. WITHDRAWAL OR DISQUALIFICATION

If a team withdraws, quits or is disqualified during group play, Tournament Officials may convert its group-stage games to 3-0 forfeits to preserve fairness. During playoffs, the opponent may automatically advance. The Foundation determines how previous results are treated.

23. FOOD, BEVERAGES & ALCOHOL

The TNT Foundation Soccer Tournament is an **alcohol-free event**. Alcohol is not permitted in tournament areas unless specifically permitted by the facility and expressly authorized by the TNT Foundation.



24. SPECTATORS & SECURITY

Spectators are welcome subject to facility capacity. Admission may be charged and announced for that year. The TNT Foundation may provide professional security, police or other appropriate event personnel. Disruptive, threatening, abusive or unsafe spectators may be removed.

25. CHAMPIONSHIP PRESENTATION

Following the Championship Game, the winning team is declared the **TNT FOUNDATION SOCCER TOURNAMENT CHAMPIONS** and receives the announced Championship Cash Purse. Medals, trophies or other awards may also be presented.

26. CODE OF CONDUCT & HOUSEKEEPING

Participants and spectators must act respectfully and follow host-facility rules. Harassment, intimidation, threats, discriminatory behaviour, excessive verbal abuse, fighting and deliberate dangerous conduct are prohibited. Teams are responsible for keeping benches, dressing rooms and surrounding areas clean and may be held responsible for damage caused by associated participants.

27. TNT FOUNDATION FINAL AUTHORITY

The TNT Foundation may interpret, modify or enforce tournament rules when necessary to protect player safety, tournament fairness, scheduling requirements or event operations. It may adjust schedules, game lengths or formats when circumstances require. All final decisions regarding administration, eligibility, discipline, forfeits and prize eligibility are final.



TNT FOUNDATION

DECEMBER ***HOCKEY*** ***TOURNAMENT***

OFFICIAL TOURNAMENT RULES





1. TOURNAMENT OVERVIEW

The TNT December Hockey Tournament is an annual charity hockey tournament consisting of two separate divisions: the **More Experienced Division (50+)** and the **Open/Younger Division**. Each division competes independently and crowns its own Champions.

The tournament is played at **Markham Centennial Community Centre** and **Mount Joy Arena**. The divisions rotate arenas from year to year.

2. MORE EXPERIENCED DIVISION (50+)

The More Experienced Division (50+) is primarily intended for players **50 years of age or older**.

Family Exception

A player under 50 may participate when playing alongside an eligible family member on the same team. The exception exists to allow generations of family to play together and **may not be used to stack or strengthen a team**. The TNT Foundation has final authority over all Family Exceptions.

3. OPEN/YOUNGER DIVISION

The Open/Younger Division is the tournament division for younger players and teams. The 50+ age requirement does not apply.

4. GAME FORMAT

Each game occupies a **50-minute block**: 5-minute warm-up followed by 45 minutes of hockey. There are no periods or intermissions. The final whistle is blown at the 50th minute from the scheduled start time.

5. PLAYER EQUIPMENT

All players must wear appropriate hockey equipment. At minimum, every player must wear a **hockey helmet with a visor or cage**.

6. CONTACT & SHOTS

NO BODY CHECKING. NO SLAP SHOTS. NO FAKE SLAP SHOTS. NO SHOTS ABOVE THE ANKLES. All shots must remain at or below ankle height regardless of shot type.

7. ICING

Icing is called from the **opposing blue line**. All other normal icing procedures apply.



8. STANDARD HOCKEY INFRACTIONS

Standard infractions including tripping, hooking, holding, slashing, interference and high-sticking result in an **automatic penalty shot for the player who drew the penalty**. The referee determines whether an infraction occurred.

9. COOL-DOWN PENALTIES

Referees may use cool-down penalties for confrontations or excessive aggression: **first incident - 1 minute; second - 2 minutes; third - 5 minutes or ejection**, at referee discretion. A game ejection does not automatically suspend the player from later games; the TNT Foundation reviews the circumstances and may impose further discipline.

10. GOALTENDERS

If a team cannot provide a goaltender, it may borrow a goaltender from another tournament team or use a rental/replacement goaltender.

11. PLAYER & TEAM CONDUCT

Players must respect teammates, opponents, referees, TNT Foundation members, volunteers, arena staff, spectators and tournament property. Fighting, threats, harassment, deliberate attempts to injure another player, deliberate cheating and abusive behaviour will not be tolerated.

12. TEAM CAPTAINS

Captains are responsible for helping players understand tournament rules and division eligibility, promoting sportsmanship, communicating event information, ensuring arena/dressing-room rules are followed, keeping team areas clean and bringing concerns to TNT Foundation representatives.

13. ALCOHOL & ARENA RULES

No visible alcohol cans are permitted. Where beverages are permitted within an authorized dressing room, they must be transferred to red solo cups or another non-visible container. **Red solo cups are not permitted outside hockey dressing rooms.** Alcohol may only be consumed where permitted by the host facility.

14. DRESSING ROOMS & HOUSEKEEPING

Teams must respect dressing rooms and arena facilities. Where a room key is provided, teams should lock the room while occupied. **No garbage is to be left behind.** All cups, cans, bottles, tape, food containers and other waste must be properly disposed of.



15. REFEREES & GAME RULINGS

Referees have authority over all on-ice decisions. Players and captains must accept decisions respectfully. Only captains should approach officials regarding significant rule questions or concerns.

16. DIVISION CHAMPIONS

Each division crowns its own Champions: **TNT December Hockey Tournament - More Experienced Division (50+) Champions** and **TNT December Hockey Tournament - Open/Younger Division Champions**.

17. TOURNAMENT AUTHORITY

The TNT Foundation has final authority over division eligibility, Family Exceptions, player eligibility, serious conduct, tournament administration and interpretation of TNT-specific rules. All decisions of the TNT Foundation are final.



TNT FOUNDATION

GENERAL TOURNAMENT POLICIES

OFFICIAL TOURNAMENT RULES





1. PURPOSE OF THESE POLICIES

These general policies apply across TNT Foundation tournaments unless a tournament-specific rule states otherwise. Tournament-specific rules always take priority within that event.

2. RESPECT & SPORTSMANSHIP

All participants, captains, coaches, officials, volunteers, spectators and guests are expected to act respectfully. TNT events are charity events built around competition, community and fundraising.

3. PLAYER SAFETY

Player safety takes priority over winning a play. Dangerous conduct, deliberate attempts to injure another participant, fighting, threats, harassment or abusive behaviour may result in removal from a game, tournament or future TNT Foundation events.

4. OFFICIALS

Game officials control decisions within the game. Their decisions must be treated respectfully. Tournament-administration issues are handled by TNT Foundation Tournament Officials.

5. FACILITY RULES

All host-facility policies apply. Where a facility rule is more restrictive than a TNT rule, the facility requirement must be followed.

6. HOUSEKEEPING

Teams and participants are responsible for keeping benches, dressing rooms, playing areas and surrounding spaces clean. No garbage is to be left behind.

7. SCHEDULES & OPERATIONAL CHANGES

The TNT Foundation may adjust schedules, venues, game lengths, pool structures or other operational details when weather, facility conditions, registration levels, safety or other circumstances require.

8. FINAL AUTHORITY

Any situation not specifically addressed within this Rulebook will be decided by the TNT Foundation in the interest of Player Safety, Fair Competition, Sportsmanship and Tournament Integrity. All final decisions of the TNT Foundation are final.



THANK YOU

Every TNT Foundation tournament is made possible by the players, families, volunteers, officials, sponsors, community partners and supporters who continue to show up year after year.

Your participation helps turn a day of competition into something bigger: an opportunity to give back and help more children experience the power of sport.

Thank you for being part of the TNT Foundation.

COMPETE. HAVE FUN. GIVE BACK.



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