



CONDO CUP CHARITY HOCKEY GAME RULES & REGULATIONS

ASSOCIATION OF CONDOMINIUM MANAGERS OF ONTARIO (“ACMO”)

AND

TORONTO & AREA CHAPTER, CANADIAN CONDOMINIUM INSTITUTE (“CCI”)

Purpose & Scope. The purpose of the Condo Cup hockey game (the “Game”) is to promote cordial relations between ACMO and CCI. The Game is intended to be a friendly, non-contact event and both organizations commit to promoting it as such, including to participants playing for their respective organizations.

Game Rules. Referees will be selected in advance of the Game at the mutual agreement of Team Captains, as defined herein, (the “Referees”) and will have sole discretion in respect of the rules of the Game. The Referees may review with the Team Captains and/or coaches any particular rules that they wish or are requested to in advance of or during the course of the Game. Beyond those set out herein, specific game rules will apply at the sole discretion of the Referees and are intended to be similar to those of adult recreational league hockey that apply in the Greater Toronto Area. The Referees will have, at all times, sole discretion to assign penalties and game ejections of any player and otherwise to oversee and control the playing of the Game.

No Slap Shots. No slap shots may be taken whereby a player’s stick is raised beyond their waist and any goals scored on a shot in violation of this parameter shall not count toward the score of the Game.

Team Captains. ACMO and CCI will each determine a team captain (the “Team Captains”), who will act as the primary point of contact for each organization in the course of planning and promoting the Game. Insofar as possible, Team Captains should be current or past directors of the Board of each respective organization. For the purpose of the Game, Team Captains may assign up to 2 alternate captains to their team, to serve the traditional role of a hockey team captain as permitted at the discretion of the Referees in the course of communications during the Game, and otherwise to help promote and organize the Game.

Roster Selection. By a mutually agreed upon deadline set in advance of the Game, both Team Captains will reveal the roster of their respective teams. Each team must provide a minimum of 10 skaters on their roster and no more than 15, excluding goaltenders. All skaters must be members of either ACMO or an Ontario chapter of the Canadian Condominium Institute (“CCI Ontario Member”), in good standing, with the ACMO team having the right of first refusal to anyone holding the Registered Condominium Manager (RCM) designation of ACMO or who previously participated in ACMO hockey events, but for past Presidents of CCI, and CCI having the right of first refusal to anyone sitting on the Board of Directors of an Ontario chapter of the Canadian Condominium Institute or on a condominium Board of Directors that is a member of a CCI Ontario Member. In the event that any skater is in a conflict position, whereby they would qualify for a right of first refusal by both organizations, the Team Captains shall first attempt to determine as between themselves which team the skater will qualify to play on. Failing consensus, the Team Captains will engage in a best of 3 game of “Rock, Paper, Scissors” (using traditional rules of the game), with the prevailing organization’s captain claiming sole authority to make a determination (the “Deciding Factor”) in respect of the skater. The Deciding Factor is to be utilized on an individual skater basis, with Team Captains maintaining the option, in the course of attempting to negotiate the resolution of any roster conflict, of involving multiple skaters in attempting to find a mutually agreeable solution.



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The Deciding Factor. The Deciding Factor shall prevail as the method by which any consensus between the Team Captains fails to be expeditiously arrived thereat unless an alternate procedure is otherwise set out herein.

Goaltender Exception. Goaltenders for each respective team are exempt from the organization membership requirement set out above and need not be a CCI Ontario Member or an active member of ACMO to play; however, in the event that both goaltenders are not either a CCI Ontario Member or an active member of ACMO, they shall switch teams halfway through the Game to ensure that both teams have equal level participation, unless the Team Captains mutually agree otherwise.

No Ringer Rule. The Team Captains agree that the Game is intended to be played by participants with approximately an equal level of talent and agree not to purposely add to their team's roster anyone with professional, semi-professional, high level amateur experience or exceptional skill or talent. To safeguard against the potential of one or a few skaters dominating play of the Game, each skater may not contribute more than 3 goals to their respective team regardless of how many they score in the Game. For greater clarity, any goal attributed to a skater that has already scored 3 goals in the Game will not count toward the score of the Game.

Waiver Requirement. All participants in the Game must sign any waivers in respect of liability established from time to time by ACMO, CCI, game organizers, the event host or others for the purpose of evidencing that they are participating in the Game at their own risk and will not hold ACMO, CCI, game organizers, fellow participants or the event host liable in the event of injury or suffering any form of damages.

Equipment. All skaters are encouraged to wear standard, valid and approved equipment for participation in hockey and no skater will be permitted to participate in the game without wearing a helmet.

Game Duration. The Game shall consist of three 15 minute periods which are timed, stopped and otherwise run at the discretion of the Referees or any volunteer time keepers willing to participate in the Game. In the event that there is a tie at the conclusion of the third period, an additional 10 minute overtime shall be played and the Game conclude immediately upon one team scoring in such overtime period. Should the game remain tied at the conclusion of the 10 minute overtime period, additional 10 minute overtime periods shall be played until there is a winner or until such time as the ice time available for the Game concludes, in which event, the Game would conclude as a tie.

Sponsorship. The Team Captains agree to jointly determine sponsorship opportunities of the Game, and to seek sponsors of such, with a view to offsetting the costs of the Game and generating modest proceeds.

Proceeds of the Game. Any and all proceeds of the Game shall be provided to the winning team's charity of choice. In the event of a draw, such shall be equally split between each team's selected charities. Insofar as possible, each team shall select and disclose their selected charity in advance of the Game for the purpose of promoting the charitable spirit of the Game.