

GAME FORMAT

- **This is a 4 on 4 round robin event.** Minimum of 4 players; maximum of 7 per roster.
- Rink dimensions are approximately 150' x 75'.
- Each team will play 3 round robin games within their division.
- Teams receive: Regulation Win = 3 pts, Overtime Win = 2 pts, Overtime Loss = 1 pt, Regulation Loss = 0 pts.
- Round robin games that end in a tie will result in a sudden death overtime period. The first team to score wins. Playoff round games that end in a tie will be decided by a 5-minute run time overtime period. The team that scores the most goals during that time will be the winner. If still tied, 5-minute run time periods will continue, where the team that scores the most goals during that period wins; until a winner is determined with one minute breaks in between each period.
- Points from pool play will determine seating for playoff games. The first tie breaker will be goals for and the second, goals against.
- All games are 30 minutes in length consisting of two 15 minute run time halves with a 2 minute warm-up before each game.
- A minimum of four teams is required to run a division. The maximum number of teams per division will be determined by the number of teams in the overall event.

TOURNAMENT RULES

Equipment:

- All players must wear hockey skates.
- All teams must have home (white or light) and away (dark) uniforms.
- No goalie sticks or equipment allowed.
- Helmets are optional, **but highly recommended.**
- **Minimum of four (4) players and maximum of seven (7) players per team roster.**
- The organizing committee reserves the right to prohibit any player or team from participating if they are deemed to cause safety concerns.
- The organizing committee reserves the right to add or delete rules. Team Captains will be informed of changes via e-mail and/or at the pre-tournament orientation meeting.
- Players may play on one (1) team only. Players may not play on multiple teams in multiple divisions.
- **Illegal players and teams:** If the tournament director(s) determine that an illegal player has participated in the tournament: (1) the player(s) shall be immediately removed from the tournament. (2) The team using the ineligible player(s) will receive a 0-1 forfeit loss in each of the games played with the illegal player(s). Illegal players are any participants that violate the minimum age requirement for their division.
- **Gentleman Rules Apply.**

RULES OF PLAY

- No lifting the puck. (Flip passes may be allowed with both teams consent)
- Intentionally raising the puck from the ice results in the puck being awarded to the opposing team (change in possession).
- Regular hockey infractions such as: tripping, hooking, slashing, high sticking, and checking will be considered **MINOR** penalties at this event.
- Any **MAJOR** penalty, which includes any action that could possibly injure another player, results in ejection from the tournament with no substitution allowed for the offending player's team.
- Penalties will be called for rule infractions by referees. Any **MINOR penalty results in a goal being awarded to the opposing team plus puck possession for the purpose of taking ½ ice.**
- **Any abuse of officials will be considered a major infraction. This will include yelling, swearing or arguing about calls.**
- There will be no checking or body contact. Any action to do so results in a minor penalty, unless deemed serious enough to be a major.
- There will be no goalies or use of goal tending equipment.
- Goaltending is not allowed. A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. A defender may deflect the puck in the crease area, but the defender must do so while continuing to move through the crease area. The crease area is defined as an imaginary box extending out four feet from the outside corners of the goal. A player may not lay their stick on the ice, drop to their knees or lay on the ice to protect the goal. All players must remain on their skates throughout play. A goal for the non-offending team and change of puck possession will result.
- Goals must be scored from attacking side of center ice.
- No Slapshots.
- No contacting the puck above the waist with your stick. This will result in a **MINOR** penalty.
- Pucks that are accidentally shot out of bounds result in the opposing team gaining possession at the spot closest to where the puck left the area of play. Defenders must give the in-bounding team two (2) stick lengths to initiate play. Players should not pursue or chase pucks shot out of play; the official will have extra pucks and immediately spot a puck for play to continue. Puck chasers are provided.
- Aside from the opening face-off, teams will be required to give their opponents ½ ice after a goal is scored or a change in possession occurs for a penalty or infraction. The team that has been scored upon must move the puck (quickly as not to delay the game) over the ½ ice marker before the defending team can engage in play.

THE TOURNAMENT DIRECTOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVERALL GOOD OF THE EVENT.