

## Holiday Bash Tournament Rules and Format

**Check in:** Team representatives must report to the Team check-in area 1 hour prior to their 1<sup>st</sup> scheduled game. At this point balances will be paid (CASH ONLY), rosters finalized rules and misc. items discussed.

Only Team Representatives, COOL Hockey and Sportsplex staff are allowed in The Tourney Director area during the event. All other individuals should channel questions, concerns and suggestions through their team reps.

**Roster:** Max roster size of 18 players which includes back up goalies if brought by team.

Individuals not rostered as a player or coach are not allowed on the bench side of the rink

NO A/B rostered players allowed in D/Novice division. Skill level is determined by the Tourney Directors. Women players cannot play in the men's division with exception to a goalie unless approved by Cool Hockey Events Staff.

**Format:**

**Division Pool Play**

3 Games Guaranteed (2 Pool Games & Min. of 1 Playoff Game)

2 Pool games used for seedings

There will be a 1:30 break between games

Games are 3 periods with 12 minutes running time,

**Stoppage time as follows**

**1 goal lead in the last minute of every period**

**2 goal lead in the 3rd period within last 2 minutes of all Sunday games**

Clock **DOES NOT** run during penalties

Intermission between periods will last for 45 seconds

Teams do not get a time-out in prelims but have 1 in playoffs

Teams are *NOT* allowed to meet at net in between periods

Teams need to be ready to play *45 minutes* prior to their game time

**Points Breakdown**

- Win = 10 pts + goal differential (i.e. 4-2 victory earns 10 pts + 2 pts for differential = 12 pts).
- Tie = 5 pts for each team.
- Shutouts = 1 pt
- Loss = 0 pts
- Max points to a team per game is 21 points.

Note: There will be no overtime periods during pool play games ending in a tie. At the end of regulation during pool play each team is awarded 5 pts. In the case of 0-0 tie at the end of regulation each team gets 6 points. 5 for the tie plus 1 for the shut out.

In the event that teams are tied with the same point totals, the following tiebreakers will be used to determine the highest Seed:

1. Head-to-head record (when applicable).
2. Overall record (i.e. 2-1-0 team will be seeded higher than a 1-0-2 team).
3. Least Goals against.
4. Most total goals scored during pool play
5. Shutouts
6. Coin Flip

**Playoffs:      Playoff bracket is single-game elimination.**

In the event of a tie at the end of regulation during a non-Finals elimination game there will be one additional **4 ON 4** sudden-death overtime time period consisting of 5 minutes in length (running clock until last 2 minutes). If a winner is not determined during the overtime period, a 3-man shootout will take place to determine the winning team (highest seed has choice of when to shoot). In Coed a girl must be one of the first three shooters then go every other in the next round until the team has run out of girls at which time the rest of the guys may go. If a winner has still not been determined at the end of the 3-man shootout, each team will select a lineup to participate in a sudden-death shootout. The lineup will be equivalent in length to that of the smallest active roster of the two team participating (i.e. if one team has 10 players and a goalie active for the game, while another has 13 players and a goalie active, each team will select 10 players [lowest active roster] to participate). The shootout will continue until a winner has been decided. For the Finals of the above Pools a full length overtime will be played until a winner is determined at **5 ON 5**.

**General:** If the ball is shot into the protective netting surrounding the rink and falls back into play without obstruction, it is to be considered a live ball. If the ball hits the ceiling, player bench area, fixtures or anything other than the protective netting, or is completely shot out of play, a face-off will ensue.

Floating Blue lines and icing are in effect. Open division center line icing.

If an icing causes the stoppage for a delayed penalty the faceoff is still deep in the shorthanded team's zone.

Once the faceoff has been established no line changes will be allowed. A team will be given a warning for first offense and each additional attempt will result in a delay of the game

The raising of the stick above the shoulder area is a minor penalty when making a play at the ball or if contact is made with another player. The exception to this rule is for windups, follow through on shots, calling for pass-as long as your stick doesn't hit another player and is under control.

Hockey sticks deemed unsafe (sharp edges, splinters, etc.) for play can be removed at refs discretion. If stick is used again it is one minute delay of game.

Intentional Off-sides will be called in the event that a player on the rink intentionally touches the ball for the purposes of stopping the play while off-sides. In such an event, the ensuing face-off will take place deep in the offending team's zone.

All offside face-offs will be from where the offside pass originated. An example would be if a players in the defensive zone passes to a player offside's in the offensive zone the faceoff will go to the nearest circle in the defensive zone not center ice.

Mercy Rule is in effect. If, at any point in a game, the score reaches a 10-goal differential (i.e. 10-0) the game will end with the leading team being declared the winner. If final is 10-0 team with 10 goals will be rewarded a total of 21 points

**Penalties:** We will play a hybrid of Dek and Ball hockey rules. If rules are not listed specifically on this list then we will follow the rules located on the [coolhockeyevents.com](http://coolhockeyevents.com) website.

When there are coincidental penalties the game will be played 4 vs. 4

All standard penalties (i.e. slashing, hooking, etc.) will apply.

Minor Penalty = 1 minute stop clock

Double Minor Penalty = 2 minutes stopped clock

Major Penalty = 3 minutes stopped clock

Misconduct = 5 minutes (for misconduct towards referees)

Major Game misconduct = 10 minutes plus dismissal from the game

Any player receiving a major penalty will be assessed a 10-minute game misconduct penalty, which will result in an ejection from the game. Another member of the player's team will be required to serve the major penalty.

Any player receiving a major penalty for fighting or a major penalty for the intent to injure will automatically be ejected from the tournament and facility.

Any player being assessed 3 penalties in a given game will be ejected from that game. If this happens twice in the tournament the player will be suspended for the next game

Abuse of officials from the bench area will result in an automatic 5 minute misconduct. If misconduct penalty is assed to coach he will be immediately ejected from the game. Any verbal abuse of an official from players will not be

tolerated. All abuse of official misconducts will be reviewed by the tournament directors

**Equipment:** Each team will be required to have MATCHING jerseys/t-shirts with numbers located on the back of each. Matching means same color throughout and matching crest and numbers. Teams cannot use a new crest design with an old crest design and pass off as matching. Teams should bring both a light and a dark set of jerseys/t-shirts in the event that two teams have similar jersey/t-shirt colors at game time (Prelim games-Coin Flip to determine choice of Jersey color. Playoffs-Higher seed gets choice. Back up jerseys have to be same color but do not have to match.

All individual players are required to have full-fingered gloves

Players under the age of 18 will be required to wear HECC-approved hockey helmets with full-face protection (i.e. cage or shield).

The following protective equipment is highly recommended, but not required:

- HECC-approved hockey helmet, Eye protection (i.e. goggles or half-shield), Mouth guard, Pelvic protection, Elbow pads, Hip pads

\*\*Players not wearing the “required” protective equipment will not be allowed to participate \*\*Players NOT wearing the “recommended” protective equipment do so at their own risk.

**NO TEAM MEETINGS AT THE NET BETWEEN PERIODS, must be done at the bench**