

Tournament Rules and Format

Check in: Team representatives must report to the Team check-in area 1 hour prior to their first scheduled game with exception to teams scheduled to play their first scheduled game of the day before 9:00am. Teams in this case will check in after their first game. At this time balances will be paid IN CASH rosters finalized, rules and miscellaneous items discussed.

Roster: Max roster limits for Mens, Coed and Womens divisions will be 18 players except for Silver Division where teams can roster 20 players

Individuals not on rosters as players/coach cannot be on the bench side of the rink

Silver skilled players must seek tournament director approval to play down in the Novice division. Skill level is determined by the Tourney Directors. Women may play in the men's division with as long as tournament director give ok.

Format: Division Pool Play

Teams play into their pools based on their preliminary results with the nov/rec teams playing into an separate pools.

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

There will be a 1:00 break between games

1st weekend games are 3 periods with 12 minutes running time

2nd weekend Games are 3 periods with 11 minutes running time

Stoppage time on Saturday is one goal lead within the last minute of the period

Stoppage time on Sunday is one goal lead within the last one minute of the 1st and 2nd period and two goal lead within the last two minutes of the third

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 19 points as Mercy rule is 8 goals

Note: There will be no overtime periods in pool play. 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. Coin Flip

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

In the event of a tie at the end of regulation in the playoffs during a quarter finals or earlier elimination game there will be one additional sudden-death overtime time period consisting of 5 minutes running in length (stoppage last 1 minute). If a winner is not determined during the overtime period, a 5-man shootout will take place to determine the winning team (highest seed has choice of when to shoot). If a winner has still not been determined at the end of the 5-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. In the event of a tie at the end of regulation in the Mens Silver pool during a semi finals games there will be one additional sudden-death overtime time period consisting of 10 minutes in length (stoppage last 2 minutes). For the Finals of the Silver Division a full length overtime will be played until a winner is determined with a running clock and stoppages in the last two minutes.

General Rules:

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.

The Center line will be used for off sides and icing are in effect.

If an icing causes the stoppage for a delayed penalty the faceoff is still deep in the shorthanded teams 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 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 player 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 on this list then we will follow the rules located on the coolhockeyevents.com. 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 = 2 minute running clock

Double Minor Penalty = 4 minutes running clock

Major Penalty = 5 minutes running clock

Misconduct = 10 minutes (for misconduct towards referees)

Major Game misconduct = 10 minutes plus dismissal from the game

All coincidental penalties will result in 4 vs. 4 play

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.

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

Equipment: Each team will be required to have MATCHING jerseys/t-shirts with numbers located on the back of each. Matching means same color and matching numbers.

Teams can use a new crest design with an old crest design and pass off as matching. Teams should bring both a light and 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 and 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