



RULES AND REGULATIONS

Game Procedures

- Teams are to be ready, and available to play 10 minutes prior to their scheduled start time. One goal will be awarded for each minute a team delays the starting of a game. If a team fails to show up, their opponent will win the scheduled game.
- All games are 30 minutes in length consisting of two 15-minute periods with a 2-minute break in between.
- Games are played 4 on 4, without a goalie. Player changes are allowed on the “fly”.
- Once a team is registered, and tournament play begins, teams may not add to, or change their roster.
- All players are required to wear hockey skates (**no figure skates, goalie skates, or long bladed skates**) helmets, shin pads, elbow pads, and hockey gloves.
- No goalie sticks or goaltending equipment permitted.
- Possession for start of 1st half will be determined by the flip of a coin.
- All other instances (goals scored, penalties) will see the appropriate team taking “half”. Both teams must move quickly so that the game is not delayed. The defending team returns to their side of center ice before the attacking team advances. Once the puck or the attacking team crosses center, the defending team may pressure or engage in play.
- All players must bring a light and dark jersey with them for the tournament.

Playing Rules

Penalties will be called for the following rule infractions:

- Minor penalties will result in a goal being awarded to the opposing, non-penalized team as well as puck possession for the purpose of taking half.
- Major penalties or any action that jeopardizes the safety of players, volunteers or spectators will result in that player’s ejection from the tournament with no substitution allowed for that player’s team. In extreme instances or actions involving more than one player from a team, the entire team can be ejected from the tournament. That team or any of the individual players will never be granted into the tournament again.
- General hockey rules apply. Infractions such as tripping, hooking, slashing, elbowing, etc. are considered infractions at this event as well. (Minor penalty)
- Any abuse of officials will be considered a major penalty. This includes yelling/swearing and excessive arguing about calls.
- No checking, no slap shots.
- No contacting the puck with your stick above the waist. This will result in a loss of possession. Continued infractions may result in a minor penalty.
- No player can fall/lay/slide on the ice in an effort to protect the goal area or drop/lay your stick in a position to protect the goal area (goaltending). (Minor penalty)



- No intentional lifting of the puck. “Flip” or “saucer” passes are permitted – use knee height as a guideline. Shots that are intentionally lifted into the air can cause injury to players and spectators alike. This includes direct clearing attempts or clearing using the boards that are not very obvious passes will be a minor penalty. Simple – keep the puck down.
- All minor penalties can be upgraded to major infractions.

- There will be no off-side or icing calls.
- Goals must be scored from the attacking side of center ice. The maximum +/- awarded for any game, regardless of the score, will be a +10 or -10. (May become relevant in tie breaking purposes for play-offs.)
- Pucks that leave the playing area result in possession being awarded to the opposing team at the point of where the puck left the rink. (The defending team must give them two stick lengths to in-bound the puck.)
- The organizers reserve the right prohibit any player from participating in a game should they are deemed a safety risk to themselves or anyone else.
- The organizers reserve the right to add or delete rules as identified in this document. If changes are made, teams will be informed prior to any games being played.