



TOURNAMENT STRUCTURE:

- Two divisions, 6 teams per division:
 - **Silver** – Intermediate to Advanced (D3/4 equivalent). Player likely played youth hockey through high school.
 - **Bronze** – Beginner to Novice (D5/6 equivalent). Player probably started hockey as an adult and played little to no youth hockey. Novice players have generally played less than 3 years.
- Teams will consist of 5 skaters and 1 goalie. No substitutes.
- Each team is guaranteed 5 games
- Each game will be a 10 minute running clock
 - No timeouts
 - Clock continues to run during penalty shots
- Games will have on-ice official(s) who will call all goals, penalties/penalty shots, and maintain pace of play
- There will be an ice cut after every 6 games
- Round robin format will be used for all divisions
 - Teams will play Teams in their division and the top four teams based on points will advance to the Championship game.
 - Two pts for a win, 1 pt for a tie
 - Tie break procedure
 - Head to head
 - Most wins
 - Fewest goals against
 - Goals scored
 - Most shutouts
 - Coin toss
 - OVERTIME (Semi-final, and Championship Games only)
 - Overtime will consist of a 5 min running time sudden death period of 4v4 hockey.
 - If still tied, OT will be followed by a three player shootout, visiting team shoots first.
 - If still tied, teams alternate with one shooter until an advantage is held. No player may shoot a second time until all players have shot once.

TOURNAMENT RULES:

USA Hockey rules are in effect except for the modifications listed below.

- All players are required to have a valid USA Hockey Registration by the date of the event.
- All players are required to follow USA Hockey equipment recommendations.
- This is a non-checking event.
- Play will be continuous from the drop of the puck at center ice. This be the **ONLY** face-off.
- When a goal is scored, all skaters from the scoring team must immediately skate back to any point beyond the red line. Failure to do so quickly will result in a delay of game penalty against the scoring team. Once the scoring team is behind the red line, the official will blow the whistle to signal the puck may be put in play from behind the net by the team that was scored upon.
- Penalties: **ALL penalties called by the on-ice official will result in a penalty shot for the non-penalized team.** All non-shooting skaters must immediately go to the sideboards during the penalty shot. Once the penalty shot is taken, regardless of the outcome, the team that took the penalty shot will immediately skate back to any point behind the red line in order for play to resume. Once that team is behind the red line, the official will blow the whistle to signal the puck may be put in play from behind the net by the defending team.
- Icing: In order to keep the game moving in a continuous fashion, icing calls will not apply for this tournament. However, if in the judgment of the on-ice official a team excessively ices the puck for the purpose of delaying the game, that team may be assessed an un-sportsmanlike conduct penalty after a verbal warning by the on-ice official. A penalty shot will then apply.
- Off-sides: Off-sides will apply for this tournament. The whistle will be blown by the on-ice official, at which time the team that was off-sides must give up the puck immediately to the defending team. Play will then immediately continue. Players may “tag up” to avoid an off-sides violation.
- If for any reason a player cannot continue, play will become 5 on 4. Teams can play with no less than 3 skaters and 1 goalie. If a team cannot field this minimum, the game will be declared a forfeit.
- Fighting **WILL NOT** be tolerated. Any players involved in a fight as deemed by the game official will receive an automatic game misconduct (1 game suspension) and could result in expulsion from the tournament. Remember, this is for FUN!
- Four minor penalties to one player in any game results in an automatic game ejection (remainder of current game). Major penalties such as spearing or boarding could result in expulsion from the tournament.
- There are no time outs during the game.
- All teams must have home (light) and away (dark) jerseys. Jerseys **MUST** have numbers.
- Rosters are **FINAL** at team check-in.
 - Players may not be added to the roster after team check-in
 - No double rostering
 - Players may play for only one team. Exception: Goaltenders
 - Any team found substituting non-registered players will forfeit all games and be immediately removed from the tournament.

** These rules are subject to change. All players will be notified of changes prior to implementation.*