

Tournament Rules Fire & Ice Tournament

GAME TIME & PLAY:

There will be a center ice face-off to start each half. Each half shall be fifteen (15) minutes in length. A five (5) minute warm-up is allowed before the game, and half-time will be one (1) minutes in length. All periods are "Running Time". Clock may stop for penalties while penalty shot is taken, if puck leaves rink, or for any other reason at the discretion of the referee. Teams shall switch ends during the second half of the game. There is a 30 second time out allowed in the second half of any game. There is no icing and no offsides.

NO CHECKING/FIGHTING

There is no checking allowed. Any serious penalties (such as checking from behind, hits to the head, etc.) which would be considered a match penalty will result in a game ejection with no replacements at the discretion of the referee. Fighting is strictly prohibited. Any player that fights will be ejected from the tournament with no replacement. The referee's decision is final.

PLAYER CHANGES

Changes are "on the fly." A player is not allowed to enter the ice until a player has entered the bench (e.g.: similar to putting a player on the ice for a pulled goalie). If a change is in violation of this rule, the ref may award a too many men on the ice penalty resulting in a penalty shot for the non-offending team.

GOALS

After a goal, the team that scored will be required to all tag up simultaneously at the attacking blue line before playing the puck.

PENALTIES

Penalties will be enforced. Any minor penalty called such as tripping or slashing will result in a penalty shot for the non-offending team. Both teams must be at their respective benches during a penalty shot. Play resumes after the penalty shot by the offending team retrieving the puck and resuming play. The player who took the penalty shot must clear to the blue line with the rest of his team, before his team can play the puck, whether or not a goal is scored.

PUCK FREEZE

When the goalie freezes the puck, the attacking team must simultaneously tag up at the blue line before resuming attack.

TIED GAMES

If a game is tied at the end of regulation, a three man shootout will be held. If the match is not decided by the first three players, additional rounds will be held with different shooters for each round. A team may not have a player shoot twice until every skater on that team has shot. Home team will get the choice to shoot first or concede the first shot to the Away team.

FINAL DISCRETION

The Tournament director and/or the referees decision is final. No protests will be accepted.

TEAM SIGN IN

Please have a team representative sign in, completing the score sheet prior to each game.

PARTICIPANTS

Only rostered players and coaches with online waivers completed are allowed to be on the bench for games.

LOCKER ROOMS

Players are expected to dress in a common locker room with multiple teams. Please keep all items in your bags and placed under benches or in a designated area when your team is on the ice. Teams are responsible for the condition of the locker rooms, and any damages. Coaches are responsible for teams conduct before, during, and after all games. Please be responsible for your belongings as the tournament company, village, or teams will not be liable for lost or stolen items.

COACHES/PARENTS:

This tournament is Zero Tolerance! Games will be stopped, if in the judgment of the tournament directors or referee, if continuing play is deemed not in the best interest of the tournament or to eject a parent or coach from the tournament.

SPORTSMANSHIP:

Teams will shake hands before or after each game.

SUSPENSIONS:

Any player receiving a game misconduct shall be suspended for the next tournament game. Any player, coach, or manager receiving a match penalty will be suspended from the next game.

STANDINGS

Standings will be determined on total points, then based upon tie breakers, win = 2 points, Loss = 0 points. Loss in shootout = 1point. A tie breaker will be decided in the following order. 1. Head to head, 2. Most wins, 3. Goal differential (all games included), 4. Fewest goals allowed 5. Most goals, 6. Fewest penalty minutes, 7. Flip of a coin.

GOAL DIFFERENTIAL

Maximum goal differential for standings and tie breakers is a (+) or (-) 5.

PLAYOFF SCHEDULE:

Teams are responsible to check the standings to verify their game times for the playoffs.

OVERTIME

Played only in championship games. There will be (1) "Sudden Death" 5 minute running time period played 4 on 4 with goalies. After that, a 3 player shoot-out will determine a winner with continuing rounds as set forth for tie games above. All players must shoot once before any player shoots again.

THE TOURNAMENT DIRECTOR(S) RESERVE THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVERALL GOOD OF THE EVENT. IN ALL CASES THIS DECISION SHALL BE FINAL.