



TOURNAMENT RULES

- ◆ Coin Toss will start each game. Winner will select goal to defend. Teams will switch goals after first half
- ◆ All Players must wear Helmets and Hockey Skates. Protective gear is optional but recommended
- ◆ No Goalie equipment or Goalie Sticks permitted.
- ◆ All teams must have light and dark jerseys
- ◆ There will be one official to monitor the play (scoring, time, puck reset and arbiter of infractions)
- ◆ Official will have the discretion to award a penalty shot to the opposing team when a minor penalty is flagrant or a team is consistently playing in a reckless manner. Penalty shot is taken from center ice and must be attempted within 30 seconds. Team taking shot will also be awarded possession of the puck following penalty shot regardless of the outcome.
- ◆ Any major penalty, which includes any action that could possibly injure another player will result in that player being ejected from the tournament. That team must play 3v4 for the remainder of the tournament.
- ◆ Abuse of officials will be considered a major penalty.
- ◆ No Checking will be allowed and will result in a minor penalty
- ◆ No Slap shots will be allowed and will result in a minor penalty
- ◆ Players cannot fall or lay on the ice in an effort to protect goal. Such action will result in minor penalty.
- ◆ Goaltending is not allowed. A player may not camp out, patrol or remain stationary in the crease and act as a goaltender.
- ◆ Contacting the puck above the waist will result in a loss of possession.
- ◆ Saucer passes (i.e. pucks that are lifted low below the waist) are acceptable.
- ◆ If a puck goes out of bounds, the last team to touch it loses possession. During restart, the defender must give his opponent 2- stick lengths of space.
- ◆ There are no off sides or icing calls
- ◆ Goals must be score from the attacking side of center ice.
- ◆ Teams must give their opponents ½ ice after a goal is scored or an infraction takes place.
- ◆ Games will be composed of two 15 minute halves.
- ◆ In the event of a tie, we will move to sudden death.
- ◆ All games are running time and substitutions are made on the fly. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only four players on the ice.
- ◆ Players may only play for one team.
- ◆ Substitutions must be made by 8am on the first day of tournament play. No other subs throughout the day will be allowed. The four to six players that are on your roster at 8am must be the same that play throughout the tournament.
- ◆ Setting picks in offensive zone is not allowed. Deference will be given to a defender in front of their own net where their progress is impeded by the pick or inference of an offensive players.

FOR MORE INFORMATION, CONTACT JOE DAVISON AT [JDAVISON@CRYSTALLAKEPARKS.ORG](mailto:jdavison@crystallakeparks.org)

CRYSTALLAKEPARKS.ORG