

Rules:

1. Playing Rules: OHSAA Rules apply

2. Games will have three 15 minute periods.

3. Championship game will be played to completion. 5 minute sudden death overtime followed by shoot out. For the shoot

out, each team will give 3 names to participate in the shoot out. Best score out of 3 shots is the winner. If still tied, then 1

player from each team will shoot until a winner is determined. If a player is in the penalty box at the end of the game that

player can not participate in the shoot out.

4. Warm-up 10 minutes

5. Ice Cuts will be performed between every period and game except during the Saturday morning games. The Saturday

morning games the ice cuts will take place only between the 2nd and 3rd periods.

6. Points: 1 pt for winning a period. 1/2 pt for a tied period. 2 pts for winning the game. 1 pt for tied game. Team with the

most points from each division will play for the championship on Sunday.

7. Teams must be present no later than 45 minutes before game. Teams must be on the ice at designated time or warm-up

will be forfeited. When the Officials are ready to start the game, both must be ready to play or a forfeit will result. Teams

need to be ready to start games up to 15 minutes early if the Tournament director requires it to keep tournament on schedule.

8. Player's Bench--- Only team members are permitted on the bench.

9. Referees must be notified who the team captains are along with assistant captains prior to the start of the game.

10. Any fighting will result in a game misconduct and an additional 2 game suspension per OHSAA rules. Suspensions begin

with the games immediately following the game misconduct.

11. Any team official or player receiving a gross misconduct match penalty shall be suspended for 2 contests The team official

or player may be barred from both the arena and any future tournament participation at the discretion of the tournament

director.

12. Inappropriate language is prohibited in the arena, this includes spectators. Zero tolerance policy does apply.

13. Colors, home in white and visitors in dark

14. NFHS mercy rule applies to all contests 6 goal lead, then running clock till 10 goal lead at the end of 2nd period or in 3rd

period

15. Time outs, 1 timeout per team per game for 60 seconds.

16. Tie Breakers (if 2 or more teams are tied in a division):

a. Goal Differential (max of 4 per game)

b. Goals scored (max of 4 per game)

c. Goals allowed

d. Least total penalty minutes in tournament games

e. Coin toss