



RULES:

- NO checking at any level; penalty shots will be assessed for all infractions.
- Coincidental penalties – both players will be removed from play for two minutes; teams will play full strength
- Slap shots will NOT be allowed at any level of play
- No offsides or icing!
- A fighting penalty is an automatic tournament disqualification. No exceptions.
- Referees
 - One official scheduled for all games
 - Players are not allowed to confront the officials
 - Unsportsmanlike behavior will not be tolerated

Game Format:

- One 3-minute warm-up
- Two 13-minute running time halves
- One minute intermission between halves
- All rinks have a “tag up line”
 - **When a goalie freezes the puck, the whistle is blown and all opposing players must tag up to that line and cannot go past that line until everyone has tagged up. If players do not tag up, the official will blow whistle again and all players must tag up before they can re-enter the zone. Play will not be stopped. Failure to tag-up will result in an infraction.**
 - The event is built to continue play, if a goalie makes a save the attacking team must tag up to the midline as a unit. They are only allowed to re-enter the attacking zone once all players have tagged up.
 - If the goalie fails to play the puck to his/her own player in that time, a delay of game penalty will be called on the goaltender.
 - If a player delays the game by not tagging up the referee will make the discretionary call for a penalty of delay of game.
 - This line is located between the hash marks for cross-ice games.
- **Play stops ONLY for a penalty**
 - **For a penalty shot, all players must line up behind the tag up line** (as mentioned above) **Those players cannot cross the line until shot is taken.**
 - If there is no goal, play resumes. The player who shot the puck may play the puck live, but cannot shoot the immediate rebound.
 - If a goal is scored, the whistle is blown and all opposing players must tag up to the line and cannot go past until everyone is onside.
- **Tie Breakers** – Below are the tie breakers for a 2 team tie. If there was a three team tie the tournament tosses out H2H and Most Wins and goes directly to Fewest Goals allowed.
 - **Head to Head**
 - **Most Wins**
 - **Fewest Goals allowed (Max of 7 goal differential per game)**
 - **Most Goals Scored (Max of 7 goal differential per game)**
 - **Coin Toss**

Updated February 11, 2020