

Wish Cup Roller Hockey Rulebook

Official Tournament Rules & Regulations

1. Tournament Philosophy

The Wish Cup is committed to promoting sportsmanship, integrity, respect, and competitive excellence. Coaches, players, parents, and staff are expected to conduct themselves in a professional and respectful manner at all times.

The Wish Cup reserves the right to interpret, enforce, and amend tournament rules when necessary to preserve the integrity and safety of the event.

2. Teams & Rosters

- Maximum roster size: 15 players, including up to 2 goalies
- Maximum of 3 coaches permitted on the bench
- Only rostered players, coaches, and authorized staff are permitted in the bench area •
- Home team must wear dark jerseys
- Away team must wear white jerseys
- Players must participate in at least one round robin game to be eligible for playoffs
- Girls playing on boys' teams may play down one age division

Bench Conduct

- The Head Coach is the only coach authorized to communicate with officials
- Assistant coaches are expected to support team operations only
- Alcohol is strictly prohibited on or near the bench area

Alcohol Violations

- First offense: Warning
- Second offense: Bench minor penalty and removal from bench

3. Game Format

Warm-Up & Intermissions

- Warm-up: 2 minutes
- Intermission: 1 minute total
 - 45 seconds intermission clock
 - Additional 15 seconds for teams to prepare for puck drop

Period Lengths

6U–14U

- Two 13-minute periods
- Running clock

16U, 18U & Adult

- Two 14-minute periods
- Running clock

Pro Division

- Two 14-minute periods
- Stop clock format

Stop Clock Situations

For all divisions except Pro:

- Stop clock will only be used during the final 2 minutes of the second period if the score differential is 1 goal or less

4. Game Start Procedures

- Teams are strongly encouraged to arrive 30 minutes before scheduled game time
- Exception: First two games of the day
- Games may begin early if:
 - Previous game finishes ahead of schedule
 - Both teams are prepared

Early Start Procedure

If the schedule is running 30 minutes ahead:

- A 5-minute preparation clock may be posted consisting of:
 - 2 minutes scramble/preparation time
 - 3 minutes warm-up

Play begins immediately after the timer expires.

Minimum Players

- Teams may begin with 5 skaters and no goalie
- Games will not be delayed for a missing goalie
- Goalies may enter during any stoppage once they arrive

Roster Requirements

- Players must be properly rostered before participating
- Scorekeepers will not:
 - Add players
 - Change player numbers
- Players not listed on the official roster are ineligible until properly added

Failure to Start

- Teams failing to take the rink within 15 minutes of rink availability may forfeit the game

5. Timeouts

- Each team receives one 30-second timeout per game
- Timeouts are not permitted during overtime
- Play resumes immediately once the timeout expires

6. Overtime Rules

Round Robin

Youth/Adult Divisions

- Games may end in a tie

Pro Division

- Tied games proceed directly to a 3-player shootout

Playoffs

All Non-Pro Divisions

- 5-minute sudden-death 3-on-3 overtime
- If still tied, game proceeds to a shootout

Pro Division

- Games tied at the end of regulation proceed to 4-on-4 overtime until a winner is determined.

Penalties During Overtime

- Carryover penalties remain in effect
- Teams transition to 3-on-3 at the first whistle following penalty expiration
- New penalties during overtime result in 3-on-2 play

7. Mercy Rule

- Games will end immediately when a team leads by 8 goals
- Does not apply to 6U/8U divisions until playoffs

Bonus Point Mercy System

- Mercy during 1st period: 2 bonus points
- Mercy within first 5 minutes of 2nd period: 1 bonus point

- Mercy after first 5 minutes of 2nd period: 0 bonus points

8. Forfeits

Deliberate Forfeit

- Recorded as an 8–0 loss
- Subject to eligibility review and disciplinary hearing

Tournament No-Show

- All games forfeited as 3–0 losses
- Subject to eligibility review

Round Robin Forfeit

- Teams forfeiting their final round robin game become ineligible for playoffs

9. Penalties & Discipline

Penalty Types

- Minor Penalty: 2 minutes
- Double Minor: 4 minutes
- Major Penalty: 5 minutes

Aggression Classifications

Hostile Aggression

Physical actions intended to punish, retaliate against, or target an opponent rather than make a hockey play.

Instrumental Aggression

Competitive physical contact made while legitimately attempting to play the

puck. **Automatic Ejections**

Players (Youth & Adult)

- Any player receiving 3 penalties in one game will be ejected
- No automatic suspension unless further discipline is assessed

Coaches

- Coaches are ejected after accumulating 12 team penalties
- Suspension begins with the next game

Pro Division

- No automatic penalty accumulation ejections

Misconduct Policy

The Wish Cup does not utilize:

- 2-minute plus 10-minute misconduct penalties

Infractions normally assessed as a “2+10” should instead result in:

- Game Misconduct, or
- 5-minute Major penalty

10. Suspension Policy

- Suspended players may not participate in:
 - The division where the suspension occurred
 - Any other division in which they are rostered
- Suspension remains active until fully served

11. Delayed Penalty Rule

When a delayed penalty is signaled and the goalie is pulled for an extra attacker:

- The attacking team may not carry the puck back across the red line into their defensive zone
- Violations result in:
 - Immediate stoppage of play
 - Enforcement of the penalty

Teams must make a reasonable offensive attempt.

Officials may:

- Issue warnings for intentional delays
- Blow the play dead if unnecessary delay continues

A second infraction does not require an immediate whistle unless one of the above listed causes creates the stoppage of play.

12. Special Gameplay Rules

Playing Behind the Net (Pro Division Only)

Forechecking players must be at or below the hash marks before officials begin counting. If a player remains uncontested behind their own net for 10 seconds the official must follow the protocol below:

First Occurrence

- Official warning
- Play stopped
- Defensive zone faceoff

Second Occurrence

- Delay of Game penalty

13. Faceoff Rules

High Stick

- Faceoff in offending team's defensive zone

Puck Out of Play (No Deflection)

From Offensive Zone

- Faceoff at center ice

From Behind Center Red Line

- Faceoff in defensive zone

Puck Out of Play (Deflected)

Neutral Zone Deflection

- Faceoff at center ice

Defensive Zone Deflection

- Faceoff in defensive zone

Teams responsible for causing stoppages may not gain territorial advantage.

14. Hand Pass & Illegal Puck Handling

Hand Pass

- All hand passes are prohibited except when directing the puck to yourself.
- The determination of handpass is the movement directional, steering the puck to a teammate; however if the puck is deflected it will remain a playable puck and will not be considered a handpass.

Illegal Puck Handling

Players may not:

- Pick up and carry the puck
- Throw, toss, or deliberately propel the puck using their hands

Any violation will result in an immediate stoppage of play. The ensuing faceoff will take place at the nearest faceoff dot one zone back from the location of the infraction.

Scoring Opportunity Exception

If a player grabs or throws the puck in the crease to prevent a scoring opportunity:

- Delay of Game penalty will be assessed

15. Net Displacement

If an offensive player intentionally displaces the goal net without contact or pressure from the defending team, and the net is displaced to a point where officials cannot reasonably restore its proper position immediately:

- Play will be stopped immediately
- The resulting faceoff will take place at center ice

16. Equipment Rules

Player-mounted video recording devices, including GoPro-style cameras, are prohibited during all Wish Cup games.

Exception

Player-mounted cameras are permitted only during the Wish Cup All-Star Game.

Any player wearing unauthorized mounted recording equipment must remove the device before being permitted to participate. Officials will enforce this rule in the same manner as any other illegal equipment violation.

17. Sportsmanship & Conduct

Sportsmanship is the highest priority at the Wish Cup.

The following behaviors are strictly prohibited:

- Racial slurs
- Fighting
- Abuse or harassment of officials
- Humiliation or taunting of opponents

Discipline

Violations may result in:

- Match penalties
- Suspensions
- Disciplinary hearings
- Tournament removal

18. Post-Game Official Harassment

Any player, coach, or spectator confronting officials after they leave the rink surface will receive:

- Minimum 2-game suspension
- Automatic review by the Wish Cup Board

All Game Misconducts and Match Penalties are subject to league review.

19. Rookie Division Scoring Limitation

- Players may score a maximum of 3 goals per game
- Any additional goals scored by that player will not count
- Teams are responsible for ensuring rosters are properly submitted before the game

20. Round Robin Standings & Tie Breakers

Round Robin Scoring

Youth/Adult Divisions

- Ties are permitted

Pro Division

- 3 man shootout determines winner

Tie Breaker Order

1. Head-to-head results
2. Goal differential (Goals For – Goals Against)
3. Fewest goals against
4. Mercy Rule points
5. Coin flip

21. Game Protests

- Protests must be submitted in writing to the Tournament Director
- A \$100 protest fee is required
- Fee is refunded if the protest is upheld

22. Tournament Authority

Wish Cup reserves the right to:

- Refuse team entry
- Enforce disciplinary measures
- Interpret rules at its sole discretion