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TCS HOCKEY 8U HALF ICE RULES

- **A team representative for each team is required to fill out their roster prior to each game.** All score sheets will be at the tournament headquarters at each assigned rink. Each team needs to bring enough labels/stickers for up to six games to be placed on the score sheets before each game. We will need 1 label per game (6 labels) . Please stop by our tournament headquarters to take a photo of your score sheet if you would like a copy. *Scoresheets will not be emailed out after the tournament.*
- **A COACH FROM EACH TEAM MUST SIGN THE SCORESHEET AFTER THE GAME BEFORE LEAVING THE ICE**

GAME FORMAT

- **Warm Up** - (2) Minutes
- **Game Length** - (2) 20 minute running periods with a buzzer every 2 minutes for shift changes. Face-Offs will occur after each shift, plus the start of the 1st & 2nd periods.
 - **Last Shift of 2nd period (2 min. warning)** - Clock will **STOP** so both teams can line up for face-off & have a full 2-minute shift. Referees will confirm with each other to ensure both halves of the rink are ready to go.
- **Game Format** - 4 on 4 plus goalies -Games will be played half-ice (Goal line to Center ice) -Scores will be kept & will determine Playoff seeds for each team.
- Round Robin Games & Consolation games will end in ties. Only playoffs & championships will have overtime.

GAME RULES

- **There is no changing lines on the "fly"** each shift is 2 mins long, *unless a player is injured and needs to come off*
- **NO PLAYER can play back to back shifts*. They must sit for 1 shift before returning to the ice**
 - If referee calls penalty for double shifting-that player will sit out for that shift and your team will be shorthanded for the remainder of that shift
 - *Exception for teams with 8 skaters when pulling the goalie with 4 minutes left in the 2nd period. 5 skaters will now be on the ice, 3 on the bench. Therefore, the LAST shift, 2 minutes, ONE skater can double shift with the 3 on the bench coming out to play.

- **Face-Offs will occur after each shift,** plus the start of the 1st & 2nd periods.
 - No face-off after goals – team will skate puck out from behind their respected net
 - Referees will drop the puck in the middle of your half-rink as soon as 1 player from each team is set and ready to take the faceoff
 - It is the coach's responsibility to assign someone to take the face-off prior to getting on the rink for their shift
- When the goalie freezes the puck, a whistle will signal the attacking players to leave the zone. Once all attackers have exited the zone, the players may re-enter to resume play immediately.
- Teams can switch sides to start the game; your goaltender is closest to your bench in the 2nd period.
- No Body-checking
- No icing or offsides
- Pulling the Goalie IS ONLY allowed **under 4 minutes** in the 2nd period
- **Penalties** - Players will be removed from the ice for the remaining part of that shift only and your team will be shorthanded. Once the penalized player leaves the ice, the team on the power play may bring up the puck. However, if a goal is scored before the penalty time is up, that penalized player may jump back on the ice for the remainder of that shift.
- One USA Hockey Referee will be on the ice for each game.
- No Timeouts allowed including Championship Game.

OVERTIME

- **OVERTIME (Playoffs & Championship Games ONLY)**
 - First Goal Wins
 - 6 Minute period
 - (3) 2 minute shifts, buzzer still in effect & No player can play back to back shifts
 - If tied after the overtime period, we will then go to a 3 player shootout in which most goals wins. Home team will decide who will shoot first. If tied after the 3 player shootout, we will then go to a sudden death shootout until the winner is decided. The players in the first group of three may not shoot again until all other eligible players on their team have had a turn or the opposing team has used all of their shooters.
 - Example: If Team Blue has 7 players & Team Red has 9. Team Red can repeat their shootout lineup after their 7th shooter.

ROSTERS

- Only registered players on team rosters may play.
- **Players & goalies are NOT ALLOWED TO PLAY ON MULTIPLE TEAMS OR IN MULTIPLE DIVISIONS**
- Any forfeit game will go down as 3-0 score
- Teams should be composed of 8-13 skaters & 1 goalie.
 - TCS should be notified prior to the tournament if your team has 7 skaters

- In the event of a team having 7 skaters, we will allow the opposing team to double shift 1 skater each shift. (Double shift means 2 back to back, not 3 or 4)
- Teams must start the game with a minimum of 5 players - Ex.4 skaters & 1 goalie

COACHES

- It is the coach's responsibility to expedite the players getting on and off the ice.
- Up to (3) coaches are allowed on the bench area which need to be rostered.
- It is the coach's responsibility to check the scoresheet after the game to ensure the correct score. Game scores will not be changed after referee signature.
- Any coaches that gets ejected from the game for any reason, will automatically be suspended for a minimum of one game. Inappropriate behavior, conduct, or language will not be tolerated!!
 - This goes for PARENTS too!!
 - We understand watching your child at that age can be super exciting. During this tournament, we will not be tolerating parents screaming at referees or other team's players or parents from the stands. If a parent gets asked to leave, TCS will be notified and he or she will be suspended from watching the next game at minimum.

GENERAL INFORMATION

- Home teams wear light colors & visiting teams wear dark colors
 - Tournament Director has the right to make the final decision on jersey color if a conflict of dispute arises.
- Locker Rooms will be SHARED. There will be 2 teams in each locker room
 - Please do NOT "find an open locker room" and take it. Follow your locker room assignment provided by the rink.
- Games will start up to 15 minutes early. Please have your team ready to play 15 minutes before your scheduled time.
- Game Scores-All scores will show online as 1-0 for a win, or 1-1 as a tie.
 - Ex: A team that goes 3-0 in round robin play will show as 6PTS, 3GF & 0GA with a +3GD.
 - Actual game scores will be kept & used in the event of a tie breaker (tiebreaker 6-8).

TIEBREAKERS

Tiebreakers: (To determine playoff seedings)

1. Head to Head
2. Most Wins
3. Goal Differential
4. Least Goals Against

5. Most Goals For
6. GD, using Actual scores, with a max of 5 GD per game (+5, -5)
7. Least Goals Against using Actual scores
8. Most Goals For using Actual scores
9. Coin toss

Any scenario not specifically covered by the above, will be then left to the discretion of the tournament directors.