



FACEOFF HOCKEY TOURNAMENTS **Adult Tournament Rules**



Tournament Director:

The Tournament Director shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action or any other procedural disputes. He or she will not overturn any dispute concerning rules. All decisions of the Tournament Director are final.

Team Captains:

All team captains are responsible for checking for any schedule changes, player suspensions and other important information pertinent to their team and its participation in this tournament.

All teams must use the locker room assigned to them for each game. It is the team captain's responsibility to ensure that the locker room is maintained and kept clean (no trash / tape / food or drink on the floor) prior to vacating the locker room after each game. ***ALL BEER CANS MUST END UP IN THE TRASH.*** The team captain is responsible for all damage done to the locker room, equipment in the locker, or the facility.

Each team captain is responsible for the safeguarding of all team items in the locker rooms. The facility and/or host organization assume no liability or responsibility for any theft or damage due to team negligence.

Captains will make all players aware that Face Off Hockey Tournaments support the USA Hockey **Zero Tolerance Initiatives** for verbal abuse of any player, official, parent or spectator. The Tournament Director or Rink Staff reserves the right to remove any violator from the premises.

Waiver:

The team captain or person who register the team has fully signed the liability release waiver on behalf of all participants.

Penalty Minutes:

Please note that penalty minutes can and will count against you in a tie breaker situation.

Player Eligibility:

A player may only play for one team per division. A player must appear on the official roster.

NO SUBSTITUTE PLAYERS MAY BE ADDED TO A TEAM'S ROSTER ONCE THE TOURNAMENT STARTS.

Jerseys:

Home teams shall have first choice in jersey color. All jerseys must have a player number clearly displayed. Jerseys with taped numbers or jerseys without numbers will not be permitted to be worn.

Checking & Slap Shots:

There will be **NO** checking permitted in any division/game.

There will be **NO** slap shots permitted in any division/game. A shot shall be called a "slapshot" if a shot is taken when the stick goes above the shoulders.

Early Start Option:

All teams must be prepared to play their games fifteen (15) minutes prior to scheduled start time in the event games are ahead of schedule. Players must be ready to step onto the ice when the Zamboni finishes between games. Please have your teams prepared.

Warmups:

A three (3) minute warm up will take place before the start time of the game. 6 pucks per team will be provided.

Time Outs:

1 time out per team per game is permitted.

Icing Rule:

RED LINE ICING.

Length of Periods:

(3) 12 minute stop time

Excluding run clock

Period Break:

There will be a one (1) minute break between each period. It is the responsibility of the captain to ensure their team is ready to go at the start of each period and the sound of the buzzer after timeouts.

Mercy Rule:

The mercy rule shall be in effect. If a team at any point during the third period is leading by 5 or more goals the clock will revert to running time. If the difference is reduced to 4 goals or less, the clock will revert back to stop time.

Handicap Rule:

The purpose of this rule is to reduce "sandbagging". Higher skilled teams that put themselves in lower division in order to win will NOT be tolerated. If this does occur, the team of the level skilled team can request a "handicap". This is only a request. **THE TOURNAMENT DIRECTOR HAS THE OVERALL SAY AND CAN ADD UP TO 2 GOALS. REQUEST MUST BE DONE 30 MINUTES PRIOR TO YOUR GAMES' START TIME.**

Penalties/Match Penalties:

Penalty times will follow standard 2 minute penalties.

Any player and/or team official who is in receipt of a match penalty or gross misconduct will be suspended for any remaining games.

On Ice Altercations:

Face Off Hockey Tournaments follows rules and regulations set forth by USA Hockey. If a game is interrupted by on ice fighting between players and/or spectators, **THE CLOCK WILL CONTINUE TO RUN.** Games times will not be restored until the whistle has blown on the play that immediately follows the on-ice fight. **MINUTES LOST WILL NOT BE RESTORED.**

If a player receives a fighting penalty during the tournament, that player will be removed from the tournament. NO EXCEPTIONS. NO REFUNDS WILL BE GIVEN.

Forfeited Games:

Any forfeited games will be recorded as a 3-0 score. If used for tie breaker scenario, the team that forfeited the games scores will not count in any tie breaker format.

Goal Differential:

The maximum goal differential attainable per game is +/- 6.

Tie- Breakers: In order...

1. Head to Head
2. Fewest **Penalty Minutes**
3. Goal Differential (Goals For – Goals Against)
4. Coin Flip

Playoffs ONLY

Playoff games that end in a tie, will have a 5-minute (3v3) OT period, followed by a 3-person shootout. Shooters may not be used again until all other players on the roster (besides goaltenders) have been used. Home team (higher seed) will have option of who goes first.

Points: **2** points for a Win, **1** point for a tie, **0** for a loss

Alcohol: Alcohol is **NOT** permitted on the bench at any time during a game. It is requested that teams vacate the locker rooms quickly because other teams may need the room.

ANY PLAYER THAT IS DEEMED UNFIT OR UNSAFE TO PLAY IN A GAME DUE TO ALCOHOL/DRUG CONSUMPTION, BY TOURNAMENT STAFF, RINK STAFF AND/OR AN ON-ICE OFFICIAL, BE WILL BE IMMEDIATELY REMOVED FROM THE GAME AND PREMISIS IF NECESSARY.