

## **TOURNAMENT RULES**



- + ALL U11 AND U13 ROUND ROBIN GAMES WILL BE TWO 20-MINUTE RUNNING TIME PERIODS WITH A 2-MINUTE WARM UP AND BREAK BETWEEN PERIODS. FINALS WILL BE TWO 25-MINUTE RUNNING TIME PERIODS WITH A 2-MINUTE WARM UP AND BREAK BETWEEN PERIODS. THE BUZZER WILL SOUND EVERY 1.5 MINUTES FOR A SHIFT CHANGE.
- + FACE-OFFS WILL OCCUR ONLY AT THE BEGINNING OF EACH PERIOD, OR IN THE CASE OF COINCIDENTAL PENALTIES, OR IF THE PUCK SHOULD LEAVE THE ICE SURFACE.
- + WHEN PLAY IS STOPPED DUE TO THE GOALIES CONTROLLING THE PUCK, A WHISTLE WILL SIGNAL THE ATTACKING PLAYERS TO VACATE THE ZONE (BEHIND THE BLUE LINE). ONCE ALL THE ATTACKERS HAVE EXITED THE ZONE, THE PLAYERS MAY RE-ENTER TO RESUME PLAY IMMEDIATELY. THEY MAY NOT CHALLENGE THE OPPOSITION UNTIL THEY HAVE ALL EXITED THE ZONE. ATTACKING PREMATURELY MAY RESULT IN A PENALTY FOR THE OFFENDING TEAM.
- + THERE WILL BE NO ICING CALLS.
- + ALL OFFSIDE PLAYS AT THE BLUE LINE WILL BE DEEMED DELAYED OFFSIDE AND THE REFEREE WILL CALL FOR THE OFFENDING PLAYERS TO RELEASE THE PUCK AND EXIT THE ZONE. ONCE ALL THE OFFENDING PLAYERS HAVE EXITED THE ZONE TOGETHER, THEY MAY RE-ENTER THE OFFENSIVE ZONE.
- + TEAMS DO NOT SWITCH ENDS.
- + AFTER ANY GOAL, THE TEAM WHO HAS SCORED, MUST RETREAT TO THE CENTER RED LINE ONCE ALL PLAYERS HAVE CLEARED THEY ARE FREE TO ATTACK AGAIN. THE TEAM THAT HAS BEEN SCORED ON MUST REGROUP QUICKLY TO BREAKOUT OF THEIR ZONE, AS THE OPPOSING TEAM WILL BE MOVING QUICKLY TO FORE-CHECK. IF ANY PLAYER ON THE SCORING TEAM DOES NOT CLEAR CENTER ICE PROPERLY A PENALTY SHOT WILL BE AWARDED TO THE TEAM WHO HAD BEEN SCORED ON.
- + THERE ARE NO TIME OUTS.
- + IF A PUCK IS DEFLECTED OUT OF THE RINK THERE WILL BE A NORMAL FACE OFF AT THE APPROPRIATE PLACE.

### **MINOR PENALTIES:**

- + ALL PENALTIES WILL RESULT IN A BREAKAWAY SITUATION FOR THE OFFENDED PLAYER. THE REFEREE WILL PLACE THE PUCK ON THE CENTER FACE-OFF SPOT AND THE REMAINING PLAYERS WILL LINE UP, STATIONARY, ON THE BACKSIDE BLUE LINE. PLAY WILL COMMENCE ON THE REFEREE'S COMMAND AND THE SHIFT RESUMES AS NORMAL. IF THE OFFENDED PLAYER IS INJURED AND UNABLE TO PERFORM THE BREAKAWAY, THE COACH WILL ASSIGN ONE (1) PLAYER FROM THE ICE TO REPLACE THAT PLAYER.
- + THERE WILL BE NO REBOUNDS ALLOWED DURING A PENALTY SHOT. WHETHER A GOAL IS SCORED OR NOT, THE PLAYER WHO MADE THE SHOT SHALL CLEAR THE ZONE BEFORE HIS TEAM CAN FORE-CHECK.
- + COINCIDENTAL PENALTIES SHALL RESULT IN A FACEOFF AT CENTER ICE.
- + ANY PLAYER HAVING BEEN ASSESSED THREE (3) MINOR PENALTIES IN THE SAME GAME WILL AUTOMATICALLY BE EJECTED FROM THAT GAME.
- + ANY HIT FROM BEHIND WILL RESULT IN THE PLAYER BEING EJECTED FROM THE GAME.
- + WHEN A PENALTY IS CALLED THE CLOCK WILL NOT STOP.

### **POINTS:**

- + POINTS WILL BE EARNED IN THIS FORMAT: 2 POINTS FOR A WIN, 1 POINT FOR A TIE, 0 POINTS FOR A LOSS.
- + GAMES ARE TO REMAIN AS TIES DURING ROUND ROBIN.
- + A TIE IN TOTAL POINTS AFTER ROUND ROBIN PLAY WILL BE DECIDED AS FOLLOWS: HEAD-TO-HEAD, GOAL DIFFERENTIAL (MAX 10), LEAST PENALTIES TAKEN, GOALS AGAINST.
- + IN THE FINAL GAMES ONLY, A TIE WILL BE BROKEN IN THE FOLLOWING MANNER:
- + SHOOT OUT – 3 SHOOTERS WILL BE PICKED AND IF STILL TIED, SHOOTERS WILL BE SELECTED ONE BY ONE UNTIL ONE TEAM OUTSCORES THE OTHER. ALL PLAYERS MUST HAVE A TURN BEFORE ANY PLAYER IS CHOSEN AGAIN FOR THE SHOOTOUT.