

# OFFICIAL RULES

HOCKEYFEST - GAME ON! WILL FOLLOW THE MOST RECENT HOCKEY USA RULES WITH THE FOLLOWING EXCEPTIONS:

## 1. ROSTER

1. ROSTERS SIZES ARE MAX 7 PLAYERS AND IS PLAYED 3 ON 3 PLUS 1 GOALIE
2. OFFICIAL ROSTERS MUST BE SUBMITTED BY THE DESIGNATED DATE. AFTER THAT NO SUBSTITUTIONS OR ROSTER ADDITIONS WILL BE ALLOWED, UNLESS IN THE CASE OF INJURY. IF A PLAYER IS INJURED AND CAN NO LONGER PLAY, A SUBSTITUTE MAY BE ADDED UP TO 7 PLAYERS ON THEIR ROSTER. THE INJURED PLAYER WILL NO LONGER BE ABLE TO PARTICIPATE IN THE REMAINDER OF THE TOURNAMENT.
3. TEAMS ARE ELIGIBLE TO CHALLENGE THE OPPOSING TEAM'S ROSTER. CHALLENGES MUST BE DONE BEFORE THE START OF THE SECOND HALF. IF THE TEAM WHO CHALLENGES IS WRONG, A PENALTY SHOT WILL OCCUR AT THE START OF THE SECOND PERIOD FOR THE OPPOSING TEAM. IF THE TEAM CHALLENGED IS PLAYING WITH AN ILLEGAL ROSTER, THE GAME WILL RESULT IN A FORFEIT FOR THE TEAM CHALLENGED.

## 2. GAME TIMES/ STARTING TIMES

1. GAMES WILL CONSIST OF TWO 15-MINUTE HALVES WITH A 2-MINUTE INTERMISSION
2. TEAMS WILL BE REQUIRED TO SWITCH SIDES AFTER HALF.
3. DURING ROUND ROBIN PLAY THERE WILL BE A COIN FLIP TO DETERMINE WHICH TEAM PICKS THEIR STARTING END. IN PLAYOFFS THE TEAM WHO FINISHED HIGHER IN THE STANDINGS WILL GET TO CHOOSE THEIR STARTING END.
4. A GAME WILL BE CONSIDERED A FORFEIT IF A TEAM DOES NOT SHOW UP WITHIN 10 MINUTES OF THE DESIGNATED START TIME.
5. TEAMS WILL HAVE TO HAVE A MINIMUM OF 3 PLAYERS TO PLAY. THE TEAM WHO WAS ON TIME WILL RECEIVE A PENALTY SHOT TO START THE GAME. FORFEITING WILL RESULT IN A 5-0 LOSS FOR THE FORFEITING TEAM.
6. IF GAMES ARE RUNNING BEHIND, TEAMS ARE REQUIRED TO STAY WITHIN THE DESIGNATED AREA AROUND THEIR RINK AS GAMES WILL START IMMEDIATELY FOLLOWING THE PREVIOUS GAME
7. EACH GAME WILL CONSIST OF TWO FACE OFFS. ONE AT THE BEGINNING OF THE FIRST HALF AND ONE AT THE BEGINNING OF THE SECOND HALF.
8. IN THE CASE OF INCLEMENT WEATHER (THUNDER AND LIGHTNING), HOCKEYFEST WILL FOLLOW A 30-MINUTE RULE: FOR EVERY LIGHTNING STRIKE THERE WILL BE A 30-MINUTE DELAY BEFORE PLAY IS TO RESUME. PLAYERS ARE ASKED TO STAY ONSITE DURING DELAYS. UPDATES WILL BE ANNOUNCED OVER THE PA SYSTEM, AS WELL AS THROUGH PUSH MESSAGES ON THE MOBILE APP.

## 3. PLAYING FORMAT

1. ALL GAMES ARE PLAYED OUTDOORS ON CONCRETE/ASPHALT

2. THERE IS ABSOLUTELY ZERO TOLERANCE AND ANY EXCESSIVE BEHAVIOR WILL RESULT IN AUTOMATIC SUSPENSION FROM THE REMAINDER OF THE TOURNAMENT.
3. A HIGH STICKING PENALTY IS CALLED IF A PLAYER'S STICK HAS CONTACT WITH A BALL ABOVE THE CROSSBAR. THE PLAY WILL THEN BE BLOWN DEAD AND THE BALL WILL BE GIVEN TO THE OPPOSING TEAM AT THE LOCATION THAT THE HIGH STICKING OCCURRED.
4. IF A BALL GOES OUT OF THE PLAYING AREA, THE TEAM THAT LAST TOUCHED THE BALL LOSES POSSESSION, AND THE OPPOSITE TEAM GETS THE BALL AT THE LOCATION IT LEFT PLAY. WHEN THE BALL IS BROUGHT BACK INTO PLAY THE TEAM WITH POSSESSION MUST BE GIVEN 3 METERS OR UP TO 5 SECONDS TO MAKE A PLAY ON THE BALL. AFTER 5 SECONDS HAS ELAPSED THE OPPOSING TEAM WILL BE ALLOWED TO GO AFTER THE BALL.
5. GOALIES MUST BE IN CONTACT WITH THEIR CREASE TO COVER THE BALL. ONCE A BALL HAS BEEN COVERED, THE COVERING TEAM MUST BE GIVEN 3 METERS OR UP TO 5 SECONDS TO MAKE A PLAY ON THE BALL. AFTER 5 SECONDS HAS ELAPSED THE OPPOSING TEAM WILL BE ALLOWED TO GO AFTER THE BALL.
6. FACE-OFFS WILL ONLY OCCUR AT THE START OF EACH HALF AND WILL ALWAYS TAKE PLACE AT CENTRE ICE.
7. ONCE A GOAL HAS BEEN SCORED, THE OPPOSING TEAM MUST FULLY CLEAR HALF BEFORE ATTACKING. THE BALL IS LIVE IMMEDIATELY ONCE SCORED ON.
8. IF A GOALIE COVERS THE BALL, OPPOSING TEAM MUST GIVE 5 SECONDS OF SPACE ONCE THE BALL IS IN PLAY.
9. IF A GAME ENDS IN A TIE, EACH TEAM WILL PICK 3 SHOOTERS TO SHOOT IN A ROUND ROBIN STYLE SHOOT OUT. IF THE GAME IS STILL TIED AFTER 3 SHOOTERS, IT WILL IMMEDIATELY GO INTO A SUDDEN DEATH SHOOT OUT. TEAMS MUST FULLY GO THROUGH THE ROSTER BEFORE REPEATING SHOOTERS. FOR CO-ED DIVISIONS, 1 IN EVERY 3 SHOOTERS MUST BE FEMALE. COIN FLIP WILL DECIDE WHO SHOOTS FIRST.
10. IN PLAYOFFS, IF A GAME ENDS IN A TIE THERE WILL BE A 5-MINUTE SUDDEN DEATH OVERTIME. IF IT IS STILL TIED AFTER OVERTIME, IT WILL CONTINUE INTO THE SHOOTOUT FORMAT.
11. IF A TEAM IS WINNING BY 10 GOALS AT ANY POINT IN THE SECOND HALF, A MERCY RULE WILL BE IMPLEMENTED, AND THE GAME WILL BE OVER.
12. SLAP SHOTS ARE ONLY PERMITTED IN THE A-DIVISIONS. NO SLAP SHOTS WILL BE ALLOWED IN ANY OTHER DIVISION. A SLAP SHOT IS DEFINED AS A WIND-UP WHERE THE BLADE OF THE PLAYERS STICK GOES ABOVE THEIR WAIST. IF A SLAP SHOT IS TAKEN IT WILL RESULT IN AN IMMEDIATE POSSESSION FOR THE OPPOSING TEAM.
13. EACH TEAM IS ALLOWED 1, THIRTY SECOND, TIME OUT PER GAME. TO CALL A TIME-OUT, THE TEAM MUST HAVE FULL POSSESSION OF THE BALL.
14. REFEREES WILL STOP ANY PLAY THAT RESULTS IN CONTACT BETWEEN OPPOSING PLAYERS FOR MORE THAN 3 SECONDS. IF REFEREE CANNOT

DETERMINE WHO HAD POSSESSION, FACE OFF AT CENTRE ICE WILL BE THE RESULT.

#### 4. PENALTIES

1. IF A PENALTY IS CALLED, A PENALTY SHOT WILL BE IMMEDIATELY AWARDED TO THE NON-PENALIZED TEAM. WHEN A PENALTY SHOT IS BEING TAKEN, THE PLAYERS WHO ARE NOT SHOOTING MUST STAND ON THE OPPOSITE SIDE OF HALF FROM WHICH THE SHOT IS BEING TAKEN. ANY PLAYER ON THE ROSTER CAN TAKE THE PENALTY SHOT. ONCE THE PENALTY SHOT IS COMPLETED, DEFENDING TEAM HAS POSSESSION IN THEIR END ZONE FOR 5 SECONDS (UP TO RED LINE) BEFORE OPPOSING TEAM CAN ATTACK.
2. ANY PLAYER WHO RECEIVES 3 PLAYER ON PLAYER PENALTIES IN A GAME WILL BE EJECTED. THIS DOES NOT INCLUDE SLAP SHOT PENALTY SHOTS. IF A PLAYER IS EJECTED DUE TO PENALTIES, THE TEAM MUST PLAY SHORT-HANDED FOR THE REMAINDER OF THE GAME. IF 2 PLAYERS FROM THE SAME TEAM ARE EJECTED FROM THE GAME, YOUR TEAM THEN FORFEITS RESULTING IN A 5-0 WIN FOR THE OPPONENT, UNLESS THE GOAL DIFFERENTIAL IS HIGHER FOR THE OPPOSING TEAM THEN THE GAME RESULT IN THE SCORE DURING FORFEIT.
3. ANY PLAYER INVOLVED IN A FIGHT WILL BE EJECTED FROM BOTH THE GAME AND THE TOURNAMENT. A FIGHT IS CONSIDERED ANY EXCESSIVE PUSHING OR SHOIVING, OR PUNCHES THROWN.
4. ANY EXCESSIVE BODY CONTACT WILL NOT BE TOLERATED. IF THIS OCCURS, IT WILL BE RECOGNIZED AS A PENALTY AND AN IMMEDIATE PENALTY SHOT WILL BE REWARDED FOR THE OPPOSING TEAM.

#### 5. EQUIPMENT

1. GOALIES ARE REQUIRED TO HAVE FULL EQUIPMENT INCLUDING FULL-FACE MASK, GOALIE STICK, BLOCKER AND TRAPPER.
2. HOCKEY STICKS WILL BE THE ONLY TYPE OF STICK PERMITTED (NO FLOOR BALL/BROOM BALL/ETC). STICKS MUST ALSO BE FULLY INTACT. BROKEN STICKS WILL BE REMOVED BY THE REFEREE AT THEIR DISCRETION.
3. FOR ROLLER HOCKEY GAMES, ROLLER/INLINE SKATES MUST ALWAYS BE WORN (GOALIES INCLUDED).
4. ALL OTHER EQUIPMENT IS OPTIONAL (IE: SHIN GUARDS, GLOVES, ETC)

#### 6. MISCELLANEOUS

1. ONCE A TEAM HAS BEEN REGISTERED, NO REFUNDS WILL BE GIVEN.