



# TOURNAMENT RULES

## FORMAT\*

- 66 teams, divided in 22 groups with 3 teams
- Group stage: single round-robin
- Knockout stage: Best of 32, Best of 16, Quarter-finals, Semi-finals, Finals
- Knockout stage qualification:
  - Top team from each group directly qualifies to the knockout stage and is chosen according the following criteria (in descending order of relevance):
    1. Game points
    2. Head-to-head (mutual) games between the teams concerned;
    3. Overall goal difference;
    4. Higher number of goals scored;
    5. Lower number of goals conceded;
    6. Game Winning Shot competition between the teams concerned
  - 10 best 2<sup>nd</sup> seeded teams from each group which are chosen according the following criteria (in descending order of relevance):
    1. Number of wins in group stage;
    2. Overall goal difference;
    3. Higher number of goals scored;
    4. Lower number of goals conceded;
- Game points
  - regular-time win or game winning shot competition: 3 points;
  - regular-time loss or game winning shot competition: 0 points;

\*Subject to change. Depending on the number of teams registered.

## TEAM RULES & PLAYER ELIGIBILITY

- Teams are limited to 5 players. Minimum number of players per team is 3.
- ALL players must be at least 18 years of age.
- ALL players must sign "STATEMENT ON AGREEMENT AND RESPONSIBILITY WAIVER".
- Players can only play on one team. The final team roster for each team will be submitted on the day of the tournament prior to start of the first games.
- The team cannot replace an ejected and/or injured player with an alternate player throughout the tournament.
- ALL players must be recreational athletes: no active professional, semi-professional, junior players are eligible
- ONLY PLAYERS WHO ARE NOT REGISTERED AS ACTIVE PLAYERS in currently active league competitions in ice hockey (organized by national hockey federation or related organizations) in season 2018/2019
- All players must wear protective HELMETS and hockey skates. Other protective equipment is optional but highly recommended.

## GAMEPLAY

- Game is played 3 vs. 3 players from each team.
- Games consist of 2 8-minute halves with a one (1) minute break in between
- All games are running-time and substitutions may be made "on the fly". There is no stoppage of play after a goal is scored or a penalty is awarded.
- The winner of a captain's coin toss will determine which team starts the game with puck in possession, at the start of the second half goes to the loser of the initial coin toss.



- Teams will switch ends at the half.
- An off-ice official and a timekeeper will manage all games.
- If a puck goes out of bounds, the last team to touch it loses possession. During restart, the defender must give his opponent 2-stick lengths of space.
- Overtime procedure - Game Winning Shot Competition
  - During group and knockout stage a tie after regular time will lead to game winning shot (GWS) competition.
  - Each team must select three shooters to compete in the GWS to shoot at the goal in rounds (one shooter from each team per round)
  - The team who scores most goals in 3 rounds wins
  - If the score is still tied after the teams have had three attempts each, the teams continue to shoot in pairings until the shooter of one team misses and the shooter of the other team scores.
  - After three rounds, a team can choose any shooter from the team for each round.
  - The shots in GWS procedure are taken from the center ice.

## **RULES**

- **SCORING:** Score from the “attacking” side of half only. Shot must be taken at/or over the halfway mark which is determined by the Game official. After each goal the scoring team gives retreats to own half until puck OR player with the puck crosses half.
- Game officials will call out the score after each goal. This includes goals scored by players or awarded from penalty shots.
- ALL penalties result in a change of possession and a penalty shot. Penalties are awarded by the Game official. Penalty shot will be taken from center ice and must be attempted within 30 seconds of the penalty being called. Anyone on the opposing team can take the shot. The team awarded with the penalty shot will also be given possession of the puck following the penalty shot attempt (regardless of the outcome of the shot).  
Minor penalties:
  - There are NO GOALIES therefore there is NO goaltending. GOALTENDING\* may result in an automatic goal if the Game official deems that a goal was imminent. A minor penalty if a goal is not imminent.
  - NO SLAPSHOTS! Do not raise your stick or puck above the knee. Such action will result in a minor penalty.
  - NO CHECKING is allowed. Such action will result in a minor penalty unless deemed serious enough to be a major penalty.
  - Game officials will have the discretion to also award a minor penalty to the opposing team when a minor penalty is flagrant (game interference, tripping, too many players on the ice etc.) and/or a team is consistently playing in a reckless manner (e.g. delaying time).
- Major penalties will result in an immediate goal awarded to the opposing team and player suspension from the game and could result in a player ejection from the tournament, determined by the Game official and the Head of tournament.  
Major penalties:
  - Any intentional or unintentional action that could possibly injure another player
  - ABUSE of Game officials, timekeepers, opponents, teammates, other staff. This includes yelling, swearing, or arguing about calls.
  - FIGHTING is not allowed and will result in an immediate suspension from the tournament.
  - Any Intent to injure another player or Game official will result in an immediate ejection.
- Contacting the puck with a stick above the waist will result in a loss of possession.
- Saucer passes (i.e. pucks that are lifted low, below the knee) are acceptable.



\*GOALTENDING - A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. Players cannot fall or lay on the ice in an effort to protect the goal area. A defender may deflect the puck in the crease area, but the defender must do so while continuing to move through the crease area. The crease area is defined as an imaginary box extending out 2 meters from the outside corners of the goal.

#### **PLAYER CONDUCT**

- ALL CALLS MADE BY THE GAME OFFICIAL ARE FINAL
- SPIRIT: REMEMBER that this is Pond Hockey. Play in the true spirit of the game.
- Drinking is NOT permitted on the POND except in the designated areas.
- ANY PLAYER VISIBLY INTOXICATED will not be permitted to play at the discretion of the game official.