

2020 – Six Pack Tournament Rules

1. No body contact.
2. A goalie must play each game.
3. A game consists of two 10 minute straight time periods with the clock stopping in the last two minutes if the score is within 2 goals.
4. A Win in regulation time is worth 3 points, Shoot Out win is worth 2 points with the losing team receiving 1 point. 0 points for a regulation loss.
5. Teams will have 2 minutes to warm up.
6. No WAAA, OMHA, OHA, College, University, Pro or Semi-Pro players allowed in the Open or 35+ divisions and with the penalty being ejection of the offending **Player and Team Captain** from the tournament without refund. (The tournament committee will then replace one of the players with a player of their choice, **NO exceptions**) And the Round Robin game will be forfeited. If this occurs in the playoffs the team will forfeit the game and be eliminated from competition.
7. Slap shots are allowed in the Open and Carded divisions only.
8. **All teams must be prepared to play ½ hour before the scheduled game time. The arena clock on the back wall is the official tournament clock. It is the team's responsibility to confirm their game times.**
9. A team in not considered registered until paid in full.
10. **Only ONE Spare Player may be listed and used by a team. A spare or any player will only play with one team per division if eligible. A team will forfeit their game and the team captain will be ejected from the tournament if this rule is not followed.**
11. Each team will supply their own shirts. Shirts must be the same colour with the numbers on the back.
12. A controversy between the colours of shirts will result in the home team changing to shirts supplied by the tournament.
13. Age Requirement: 35+ Division, players must be in their 35th year (Born in 1985). 45+ Division, players must be in their 45th year (Born in 1975.)
14. **Everyone must possess a valid proof of age (photo I.D.)**
15. **You will also use the dressing room assigned to you on the board, the tournament committee will do its best to keep teams in the same room but it may not happen every time. You must leave the dressing room when the next team assigned to it is at a ½ hour before their game.**
16. Alcohol and Smoking are **not permitted** in the dressing rooms.
17. If a team forfeits a game, the opposing team will receive 3 points and the score shall be 4-0.
18. The red line is used for icing only, two line passes are permitted.
19. Automatic icing rule in effect.
20. Tournament committee will try to find a goalie if yours is injured or is a no show. Teams may only use the goalie they have identified unless approved by the tournament committee. **Unapproved use of an alternate goalie will result in a forfeit.**
21. Protests must be made in writing along with \$50.00, non refundable, to the tournament committee within 1 hour of the completion of the game. The decision of the tournament committee is final.
22. Any team making it to a division final **MUST** play the final game to be eligible to receive the designated prize money. There will be no agreements between teams making it to a division final to split the winnings to forego playing the final game. If this happens both teams will forfeit all designated prize money.
23. Any player under the age of 19 must sign a Waiver form and also have it signed by a legal guardian / parent.
24. A player is considered "Carded" if they were signed or played WAAA, OMHA, OHA, College, University, Pro or Semi-Pro for the 2019/20 season.

Carded and Open Divisions

Each team consists of 5 skaters and a goalie. One "Spare" player may be listed on the roster prior to the start of the Tournament (See Rule #10).

Old Timers (35+, 45+ & Friday Nighters) and Ladies Divisions

Each team consists of 6 skaters and 1 goalie. One "Spare" player may be listed on the roster prior to the start of the Tournament (See Rule #10). Line changes are only allowed during play, except for goalies, or a delay of game penalty will be assessed.

A team shall be allowed to pull its goalkeeper in favour of an additional skater. The goalkeeper may not return to his position until the next stoppage of play. Any attempt by the goalkeeper to return to his position prior to the next stoppage of play (on the fly) shall be deemed to be an illegal substitution and a bench minor penalty shall be assessed for having an ineligible player.

Penalties

All *minor* penalties will be 2 minute penalties.

A double minor (4 minutes) is considered two penalties.

Any player who is assessed *three penalties in one game* shall be ruled off the ice for the remainder of the game (game ejection). In the Old Timers divisions, it shall be necessary to place a substitute in the penalty bench immediately to serve the third penalty.

Major penalties (including a fight) will result in ejection from the tournament. For Open and Carded divisions the offending team will play short handed for remainder of game. For 35+, 45+, FN, Women's, the offending team must put a player in the penalty box to serve the major penalty.

Any team who is short handed 5 on 3, receiving an additional penalty, will have 2 minutes added to the first player in the box.

No Tie's

1. All games in **Round Robin** play that end regulation time in a tie will be settled by a 3 player shootout. Three different players must shoot in this round. If tied after each team has used 3 shooters, a sudden-death shootout will commence. Teams may send any player they choose to shoot in each additional round.
2. All **Playoff** games will have a 4 on 4, 5 minute sudden death overtime, followed by a shoot out (see #1 above). (**Penalty note**) If a team is given two (2) minor penalties during 4 on 4 play a 5 on 3 will result. Play will return to 4 on 4 at the 1st stoppage in play after the 2 man advantage has expired.

Round Robin Tie Breaking

1. Head to Head (between 2 tied teams, if three way tie go to rule 2)
2. plus / minus
3. least goals against
4. most goals for
5. least penalty minutes
6. coin toss