Spencer Park Pond Hockey Classic - Event Rules

1. Participants must be 18 years of age or older.

2. All players must wear helmets and hockey skates. Additional protective equipment is optional but highly recommended.

3. Absolutely NO alcohol. This is an alcohol free event in an alcohol free park, alcohol of any kind, will result in ejection of those in possession, removing the player/players from the tournament. The team that received the ejection may play the remainder of the tournament but may not replace the player/players involved.

4. Professional players, semi-professional players, retired professional and retired semi-professional players are not allowed to participate in this tournament.

5. Team names may not include vulgar words or vulgar acronyms nor contain inappropriate innuendo.

6. The tournament will consist of a multi-division, round robin format followed by a playoff bracket. The playoff bracket will consist of the top team in each division in a 4 division scenario or the top team in each division plus a wildcard team in a 3 division scenario. In the event of a 3 division scenario, the wildcard team will be determined based on overall record, then goals for, then goals against, then playoff. The Tournament reserves the right to switch to a double elimination bracket style tournament in the event of fewer than anticipated entrants. Each team will be guaranteed three games except in the event that only 1 team loses their first two games, in which case that team will automatically win the Bender Bowl. This situation can only arise if the Tournament must resort to a bracket style tournament.

7. The tournament divisions will be populated by categorizing of teams based upon previous knowledge, game experience, and level of play as indicated on the registration sheets. Divisions are not intended to contain teams of equal talent or skill level and may include wide variations of both.

8. Players may only be a member of and play for one team.

9. Play will be 3 on 3 (no goalies) with teams consisting of up to 5 players (2 substitutes).

10. Games will be 28 minutes long consisting of two 12 minute halves, a 2 minute pre-game warm up and a 2 minute half-time.

11. Each participant must check in on the day of the tournament prior to participating. Check-in will open at 8:00 am at the warming shelter in Spencer Park. A valid, state issued, photo ID is required for check-in. Check-in includes confirming the team, signing the waiver and receiving your wristband.

12. Substitutions must be made by 8:45 a.m. on the day of the tournament at the Player Registration Table in the warming shelter. No other substitutions throughout the tournament are allowed. The three to five players that are on your roster at 8:45 a.m. on the day of the tournament must be the same players that play on your team throughout the tournament.

13. The game manager's puck toss will determine which goal teams defend. Home teams as designated by the game schedule will call heads or tails. Teams will switch goals after the first half.

14. No goalies, goalie equipment or goalie sticks permitted.

15. All teams must have team uniform to be worn during games. Game officials may require the away team to wear pennies which will be provided by event staff.

16. Rinks will be approximately 150’ x 75’. Rink sizes may vary due to snowfall and weather conditions. Rink condition may vary from rink to rink. Surfaces will not be completely smooth and may contain cracks, bumps or other hazards.

17. There will be one off-ice game manager to monitor the play (scoring, time, puck reset, and arbiter of infractions).

18. Game managers will have the discretion to award a “penalty shot” to the opposing team when a minor penalty is flagrant and/or a team is consistently playing in a reckless manner.
a. 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 that is awarded the penalty shot will also be given possession of the puck following the penalty shot attempt (regardless of the outcome of the shot).

19. **Any major penalty**, which includes any action that could possibly injure another player, will result in that player being ejected from the tournament. The team that received the ejection may play the remainder of the tournament but may not replace the player. The game manager will determine major penalties.

20. Abuse of game managers or event staff will not be tolerated and will be considered a major penalty. This includes yelling, swearing, or arguing about calls.

21. No checking allowed. Such action will result in a minor penalty unless deemed serious enough to be a major (see item 19).

22. No slap shots allowed. Such action may result in a minor penalty.

23. Players cannot fall or lay on the ice in an effort to protect the goal area. Such action may result in a minor penalty.

24. Goaltending is not allowed. A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. 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 four feet from the front, outside corners of the goal.

25. Contacting the puck with a stick above the waist will result in a loss of possession.

26. Saucer passes (i.e. pucks that are lifted) are acceptable below the knee. Saucer passes above the knee will result in loss of possession.

27. If a puck goes out of playing area, the last team to touch it loses possession

28. There are no off-sides or icing calls.

29. Setting picks in the offensive zone is not allowed. Deference will be given to a defender in front of their own net where their progress is impeded by the pick or interference of an offensive player.

30. Ties will result in a shoot out after time has expired. Both teams will shoot on the same goal. Exception: The final & semi-final game(s) tie will be decided by a 5-minute overtime period. The team that scores the most goals during that time will be the winner. **If still tied**, a 5-minute, sudden death overtime will take place, in which the first team to score a goal wins. The 5-minute, sudden death period will be repeated in the event of no goals being scored. Team will switch sides for each subsequent period.

31. Goals must be scored from the attacking side of center ice except in the event of a shoot out or penalty shot.

32. Game managers will call out the score after each goal and the time at 5 minutes, 1 minute and 10 seconds.

33. Teams must give their opponents 2 stick-lengths space after a goal is scored, a turnover occurs or a stoppage in play occurs.

34. All games are running-time and substitutions can be made during play ("on-the-fly") or while a puck is being retrieved. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only 3 players on the ice. If there are too many men, a minor penalty may be assessed.

35. All players must visibly display their credentials during the game. Players without credentials will not be allowed to play. Credentials will be supplied at sign-in in the form of wristbands.

36. **Be safe and have fun!**