

General Rules

1. No body **checking** allowed.
2. **No slapshots allowed in any division. The offending player will serve a minor penalty, but the team will NOT be short-handed. The ensuing face-off will take place in the offending team's defensive zone.**
3. All players must wear a full face mask. Mouth guards and neck guards are optional.
4. All players must play in at least one preliminary game before playing in a semi or final game.
5. Players cannot play for more than one team during the tournament. (Goalies MAY be an exception).
6. There will be a 3-minute warm up prior to each game.
7. All games will consist of (3) 10-minute stop time periods.
8. Only semis and finals will have overtime.
9. 2 points/win; 1 point/tie and 0 points for a loss during round robin play.
10. **Time Outs are allowed in semis and finals only (one 30-second time out per team).**
11. INTENT TO INJURE and FIGHTING penalties will result in the player being EXPELLED from the game and the remainder of the tournament.

Tie-Breaking Procedures

In the event of teams being tied after round robin play:

- a) record against other tied team
- b) total wins
- c) goal differential (goals for minus goals against)
- d) fewest goals against
- e) least penalty minutes
- f) earliest goal in round robin games
- g) hockey trivia skill-testing question(s)

Overtime Rules

For semis or finals that end in a tie after regulation time, a five-minute sudden victory period shall be played. If still tied:

- a) Each team will remove one player from the ice, and they will play 4-on-4 (plus a goalie) for two minutes. If still tied:
- b) Each team will remove another player from the ice, and they will play 3-on-3 for another two minutes. This will continue until teams are 2-on-2 (plus a goalie).
- c) The 2-on-2 sudden victory periods will continue until a team scores.
- d) Rules for "pulling the goalie" will be enforced as in a normal game situation.

- e) At the start of these two-minute overtime periods, the clock will be set at 10:00 and a buzzer will sound to end each two-minute segment. The clock will be reset as necessary.
- f) Penalties during all two-minute overtime periods will be handled as follows: The non-penalized team will add a player to the ice for the "man advantage". (Example—Team A receives a penalty while the teams are playing 2-on-2. Team B adds a player and plays 3 against 2 for the duration of Team A's penalty. Team A's penalized player serves her full two minutes in the box and returns to the ice when it expires. Teams will temporarily play 3-011-3 until the next whistle, at which time they will return to 2-011-2). **NOTE: There will be no break between overtime periods.**