**Independence Community Ice Adult Summer Showdown Tournament Series**

**What is it?**

The ICI Adult Summer Tournament Series is made up of 3 Qualifiers and the Kansas City Summer Showdown Championship. The series is to encourage more game time during the summer months before regular Fall/Winter League Play, more opportunity to play in separate playoffs, and a chance for players to play on multiple teams with friends. Teams from all over Kansas City are invited to sign up for any of the 3 Qualifiers. A team must participate in one qualifier in order to participate in the KC Summer Showdown Championship. Each participating team is guaranteed 4 games (3 round robin and one playoff/consolation) per tournament. Tournaments will be Wednesday-Sunday (dependent on number of registered teams). Does your team have what it takes to be the Kansas City Champion?

**When are the tournaments?**

Summer Kickoff Qualifier: June 22-26

 Maximum Number of Teams: 3 Gold, 3 Silver, 3 Bronze

Hotter N Hell Qualifier: July 27-31

Maximum Number of Teams: 4 Gold, 4 Silver, 4 Bronze

The Last Stand Qualifier: August 17-21

Maximum Number of Teams: 3 Gold, 5 Silver, 5 Bronze

Kansas City Summer Showdown Championship: August 24-28

Maximum Number of Teams: 3 Gold, 5 Silver, 5 Bronze

**How much is registration?**

Registration is team based. It is $700 per team to participate in each tournament. When registering, a $200 deposit is required and the other $500 is required before the registered team’s first game. All rosters must include the player’s full name, email, and USA Hockey Number. Rosters and deposits are due one (1) week before the first date of games. It will be the sole duty of the captain/team manager to turn in the team fee to the tournament director. If the captain or team manager fails to do so, the team will be disqualified from the tournament. Rosters will be checked by an official before every game. If a team plays with an un-rostered player, a player with no USA Hockey Number, or an illegal player, the team will forfeit the current game and risk disqualification.

**How many players can play on a team?**

Each rostered team is required to have a minimum of 10 skaters and 1 goalie and a maximum of 15 skaters and 2 goalies for each tournament. In order to qualify as a team for the KC Summer Showdown Championship, you must play in at least one qualifier. In order to qualify as a player for the KC Summer Showdown Championship, you must be rostered on the same team in at least one qualifier. Captains/team managers may add to their roster up to the maximum amount until the team’s first scheduled game.

**Can players play on multiple teams?**

Yes! As a player, you may be rostered on as many teams as you like. Players can only play on one team per division. Players cannot be rostered on teams that are more than one skill division lower than that of regular league play. For example, an Elite level player may not be rostered on a B level team (based off of the example of Elite, A, B, C, D, Recreational). Women are allowed to play in any division regardless of this rule. In order to qualify for a team in the KC Summer Showdown Championship, a player must have been rostered with the same team during at least one qualifier.

**When will games be played?**

Games will be scheduled Wednesday-Sunday on a tournament weekend. Games that happen on Weeknights (Wednesday-Thursday) will be played after 6pm and can start as late at 9:30pm. Saturday and Sunday games can start as early as 9am and start as late as 11pm on Saturday and 9pm on Sunday. Game times is determined by number of registered teams and subject to change up until 5 days before the tournament’s start date. Team captains will receive the full tournament schedule 5 days before the tournament’s start date.

**How many divisions are there per tournament?**

Dependent on number of teams and varying skill levels, there will be a Gold, Silver, and Bronze Division. Divisions may be shifted at the tournament director’s direction if the need arises.

**Gold Division:**

This division is for above average to high level players who have over 5 years of experience playing hockey. Appropriate for those who play in the Independence Adult Hockey League Elite and Competitive A and High Recreational levels.

**Silver Division:**

This division is for average players who have 3 or more years of experience playing hockey. Appropriate for those who play in the Independence Adult Hockey League Competitive B, Competitive C and High Recreational Levels.

**Bronze Division:**

This division is for entry level to average players who have little to some experience playing hockey. Appropriate for those who play in the Independence Adult Hockey League Competitive D and Low recreational levels.

Players must play in the appropriate divisions. If a player is not playing in a division that is appropriate to their skill level, it is at the discretion of the tournament director to move the team to the correct division.

Teams who wish to play in a different division must email the tournament director their case for movement at least one week prior to the start of games.

**Are there any special events during tournaments?**

Yes! Each tournament will have an hour-long Skill competition that individual players and goalies can sign up for. Players can sign up for Skills Competitions online or in person up until 1 hour before the competition. Skills Competitions are $15 per player and part of the entry fee will be donated to the Kansas City Warriors Hockey Program. In addition to the individual Skills Competition, each division will award a Top Scorer and Top Goalie for the tournament based on the stats from the Round Robin Games. Skills Competitions will be played on Saturday afternoon.

**Does my team have to play in tournaments to play in Fall/Winter League at ICI?**

No! The tournament series is to encourage fun rivalry amongst different teams across Kansas City. In addition to tournaments, Independence Community Ice will offer Adults only Stick and Puck and Adult Drop-in Hockey after 5:30pm during week in the summer season (schedule pending).

**Game Play, Points and Rules:**

1. **Game Play:**
	1. **Warmup.**
		1. Teams will be provided a timed 3-minute warmup once the ice has been cleared, and pucks provided. Arrive early as games can start up to 15 minutes ahead of schedule.
	2. **Periods.**
		1. Games will be played with two (2) 20-minute running clock. A running clock will not stop for any reason except a captain or official timeout, or what is listed below. Penalty times start on the next faceoff.
2. **Intermission-** 1 minute intermission between periods.
3. **2 Goal Differential-** If a team has a two (2) or more-goal lead with three (3) minutes left at the end of the second period, a stop clock will be initiated.
4. **Mercy Rule**- If one team has a six (6) goal lead after the first period, the game will conclude.
5. **Penalty Shot**- The clock will stop for a player to take a penalty shot after a penalty has been called. Clock will resume on the next drop of the puck.
	1. **Timeouts.**
		1. Timeouts are not allowed in Round Robin games. Each team is allowed one (1) timeout per playoff game. Any captain or alternate captain of a team may request their timeout from an on-ice official. Timeouts will be limited to a timed one (1) minute.
	2. **Overtime/Shootout.**
		1. OT and Shootouts are not allowed in Round Robin games. If a Round Robin game ends in a tie, each team will receive one (1) point in the standings. Games tied at the end of regulation during a playoff game will participate in a three (3) man shootout. If the game is still tied after a 3-man shootout, a sudden death shootout will be played until a winner is declared. The home team listed on the official scoresheet chooses if they would like to shoot first or second. Championship games ending in a tie will play in a five (5) minute sudden death OT. If no team has scored after five (5) minutes of play, games will participate in a three (3) man shootout. If the game is still tied after a 3-man shootout, a sudden death shootout will be played until a winner is declared.
	3. **Penalties**
		1. **Minor Penalties**
			1. In an event of a penalty, the clock will stop and the player that had the penalty called upon them will take a penalty shot. If the player scores, the penalty will be considered served. If the player does not score, the player who made the penalty will serve a one (1) minute penalty in the box. That player’s team will play shorthanded for the duration of the penalty or until a goal is scored by the team on the power play.
		2. **Major Penalties/Game Misconducts**
			1. All Game Misconducts carry the USA Hockey minimum of a one (1) game suspension for the team that they earned the suspension on (unless specified otherwise). For example, if Player A plays on team 1 and team 2 and earns a suspension while playing for team 1, they will serve the suspension during the next team 1 game. However, a tournament director can issue additional suspension time regarding the severity of the offense, and the offender’s punishment history.

2. **Points**:

**a. Game Result Points.** The winning team will be awarded two (2) points. If a Round Robin game ends in a tie, both teams will be awarded one (1) point the losing team will not be awarded any points if the loss occurs in regulation.

b. **Standings.** The standings that will be calculated for each tournament are Games Played, Wins, Losses, Ties, Points, Regulation Wins, Goals For and Goals Against.

c. **Tiebreakers.** Head-to-head is the first Tiebreaker. If still tied Wins in regulation, if still tied Goals Against, if still tied a coin flip called by the away team during their game against each other.

d. **Forfeiture.** Should a game be forfeited for any reason, the non-forfeiting team will be awarded two (2) points in the standings, and two (2) goals for. The forfeiting team will not be awarded any points and will receive two (2) goals against. Forfeited games cannot be rescheduled. Examples of Forfeits may include but are not limited to the following:

1. **Illegal Players-I**f a team plays with an un-rostered player, a player with no USA Hockey Number, or an illegal player, the team will forfeit the current game and risk disqualification.
2. **Insufficient Amount of Players** A team must be able to start the game with five (5) players and one (1) goalie on the ice. More players may join their rostered team as the game continues but must check in with the scorekeeper or official before doing so.
	* + - 1. Games may start 15mins early per tournament rules. It is up to the Tournament Director and/or Referee to allow the game to start at the originally scheduled time.

**All other rules regarding game play, team structure and eligibility will be followed in accordance with the Independence Adult Hockey League Official rule book unless otherwise stated in this document.**