



## TOURNAMENT RULES

- All games are played under IIHF Austrian Ice hockey federation youth hockey rules unless otherwise noted.
- Contact/checking only at the Boy's 2008 level.
- Slapshots will be permitted at all levels. Tag-up offsides will be used at all levels.
- During a shorthanded situation, the shorthanded team is allowed to ice the puck.
- After an icing is called, the offending team shall not make any line changes. Same players must stay on.
- Roster is frozen at the time the team starts their first game - no additions will be allowed.
- Home team will be asked to wear the light-colored jerseys when possible.
- No overtime in pool play games (Wednesday – Friday). Seeded games (Saturday) may have overtime.

## SCORING AND POINTS FORMAT

- Two (2) points for a game win, one (1) point for a game tie, zero (0) points for a game loss.
- If a team forfeits a game during pool-play, they forfeit all pool-play games to maintain equality in the standings.
- GAME TIMES - All levels will play three (3) 15 minute, stop time periods. Resurface after each game.
- A six-goal lead at any time in the game will result in running time until the lead falls to less than six goals.
- Each team will be permitted one (1) 45 second time out per game.
- Teams must be ready to play 10 minutes prior to the scheduled game time.
- All players must adhere to their local hockey governing body's rules regarding equipment.
- PENALTY ENFORCEMENT Minor = 2 minutes || Major = 5 minutes || Misconduct = 10 minutes Ejection = Player is removed from the current game only. All referee decisions are final. Protests will not be allowed. IIHF Rules.
- Game Misconduct = Player will be removed from the remainder of the game and serve an additional one (1) game suspension. Fighting = Automatic two games and possibly more dependent upon severity and referee call.
- Checking from behind will carry a minimum 5-minute major penalty plus a 10-minute misconduct. •Boarding penalties will carry a minimum 5-minute major penalty.
- Any penalty deemed serious with an intent to injure gets a 5-minute major and one game suspension.
- Any player receiving 4 penalties will be ejected from the remainder of the current game. A player from the offending team will be required to serve the fourth penalty. Any major penalty will count as two penalties.
- OVERTIME AND TIE-BREAKING PROCEDURES •In no case will any team be credited with more than seven (7) goal difference for statistical purposes. •There will be no overtime in round robin pool play. •
- **Overtime on Saturday** games are considered an extension of the 3rd period and will consist of a five (5) minute, sudden death running time played 4-on-4 with goalies. If a tie remains, a 3-player shoot-out will determine the winning team. Home team shoots first. If a tie remains, a sudden death shoot-out determines the winning team. Each team gets a chance to shoot. Any player serving a penalty when game clock expires is not allowed to participate in the shoot-out.
- Tie breaking procedure for teams tied after round robin play (total points is first): 1. Point differential (goals scored minus goals allowed). 2. Most Wins 3. Least goals allowed. 4. Most goals scored. 5. Least penalty minutes. 6. Fastest goal in first game on Wednesday. The tie breaking procedure will not revert to any previously used procedure if three team are involved and you can determine one of the two. Continue until all ties are settled.
- If a team forfeits for any reason, then they forfeit that game and are given a 5-0 loss.
- No protests. All Tournament director rulings are final.