



Fall Fire Up Squirt, Pee Wee, & Bantam Rules

- USA Hockey membership needed
- USA Hockey rules govern play.
- Brackets, pairings, and game times have been set by Fond du Lac Blue Line Tournament Director.
- All referee judgment calls are final. USA-registered referees will be used.
- All teams must be ready to go on the ice 30 minutes before game time.
- No Players will be allowed on the ice until after the Zamboni door closes & Referees are on the ice.
- The ice will be resurfaced before each game.

Fall Fire Up Squirt, Pee Wee, & Bantam Game Play Rules

- Squirt- Bantam will play Five on Five plus Goalies
- Automatic offsides
- Icing will be allowed on penalties
- No checking in Bantams
- Slapshots at all levels
- Each game will have a 3-minute warm-up before the start of the game.
- Three 12-minute stop time periods for Squirts
- Three 13-minute stop time periods for Pee Wee's
- Three 14-minute stop time periods for Bantams
- There is a 5-goal run time rule in effect. The score needs to be back within three minutes in the third period to stop run time.
- A Goal Cap of 6 goals per game
- Four penalties and the player is suspended for in-play game only
- Round Robin Game OT Rules
 - Continuous 1 vs 1 for 30 minutes: Skaters will change on the fly or on a whistle.
 - If a penalty transpires in OT, it is an automatic penalty shot.
 - Location, time or type of penalty do not matter. It is an automatic penalty shot.
- Elimination Games OT Rules
 - OT will play a continuous 3 x 3 for 20 minutes: Skaters will change on the fly or on a

whistle.

- If a penalty transpires in OT, it will be a 4 x 3 with the penalized team having 3.
- If a second penalty transpires against the same team in OT, it will be a 5 x 3 with the penalized team having 3.
- 3 points for a regulation win, 2 points for an overtime win, 1 point for an overtime loss, 0 points for a regulation loss.
 - Standing Tie-Breakers
 - Total Points
 - Wins
 - Scoring Quotient: Goals For divided by Goals Against
 - Goal Cap is held at 6 goals
 - Least Goals Against
 - Goal Cap is held at 6 goals
 - Least Goals Against
 - No Goal Cap

Fall Fire Up Squirt & Pee Wee Championship Tournament Rules

- All games are mini-games in the Tournament on Sunday
 - Each game is 27-minute run time
 - There is a whistle at the 13:30 mark of the half to change goalies
 - There is a 2-minute warm-up for each game
 - Each team is guaranteed 2 mini-games in the Tournament on Sunday
- Team Seeds 1-6 advance to the Championship rounds
- Team Seeds 7-10 advance to the Consolation rounds
- All gameplay rules remain in effect for the Tournament aside from Game Times

Fall Fire Up Championship Bantam Rules

- Team Seeds 1-4 advance to the Round
 - Seed 1 vs. Seed 4 & Seed 2 vs. Seed 3
 - Winner teams move to Championship & Losing Teams are eliminated from tournament
- Team Seeds 5-8 advance to the Consolation Games
 - Seed 5 vs. Seed 6 & Seed 7 vs. Seed 8
 - Tournament Director reserves the right to reschedule Consolation Games only due to teams playing duplicated games against each other.
- All Bantam Games are normal games with three, fourteen minute stop time periods.
- • All gameplay rules remain in effect for the Tournament aside from Game Times

Fall Fire Up Mite Blue and White Rules

- A Mite Blue & White team is defined as 12 skaters and 1 goalie (when applicable)
- Each game will be played on the FDL Studio Rink (Rink C)
- Game play will be 4 x 4 with a goalie
 - If the goalie is unavailable, then a "W" net will be used.
- Games will be a 3-minute warm-up and two 20:30-minute halves.
- A buzzer will sound every 90 seconds to alert the players to change.
- One ref will be on the ice
 - If available, a second ref will be used to help move play & call goals.
- A scorekeeper will be present at each game, keeping score
- Black pucks will be used
- Game Play: Faceoffs will take place at the start of each shift change.
- Game Play: When goals are scored, a faceoff at Center Ice will take place after.
 - Skaters will not pull the puck out and play.
- Game Play: When the goalie freezes the puck, the attacking team must retreat past the center Blue Line before they can pressure the opposing team.
 - Refs are in charge of backing players up past the Blue Line.