

Stephen C. West Ice Arena Oktoberfest Hockey Tournament

Rules and Regulations

1. All teams will play a 4-game minimum. Tournament format varies for each division based on how many teams are registered. This could include round-robin or pool play.

2. Playing Rules: USA Hockey rules will be in effect for tournament play, **NO CHECKING**.

Body Checking will result in a 5-minute major at the discretion of the referee.

3. Game times: Games will be three 12-minute periods. The first period will be running time and the second and third will be stop time.

4. Mercy rule: If at any time during the third period, the goal differential is 5 or more goals, the clock will run. Clock will stop if the goal differential goes back to 4 or less.

5. Penalties during running time periods: Penalty time will stop during stoppages and the game time will continue to run.

6. If a player receives **3 penalties in one game**, the player is done for the game. No additional penalties are assessed, the player must leave the ice for the remainder of the game and a teammate will serve the 3rd penalty.

7. A combined total of more than 10 penalties in a game between both teams is an automatic run clock for the remainder of the game.

8. **Points: Win in regulation is 3 points, Overtime win is 2 points, and Overtime loss is 1 point, 0 points for a loss in regulation.**

9. Jerseys: If your team has home and visitor jerseys, bring both sets. Home team will have precedence if teams have the same-colored jerseys.

10. **Abuse of Officials will not be tolerated. Any player receiving a game misconduct for abuse of officials will be ejected for the remainder of the tournament without refund.**

11. Fighting will not be tolerated. Any player engaging in a fight will be removed from the remainder of tournament games without refund.

12. Players may be rostered with one team and one team ONLY. Players attempting to violate this rule will be removed and the team at fault will receive a forfeit for any game that the illegal player played in. (Exceptions may be made for goaltenders at the discretion of the Tournament Director.)

13. Red Line icing used for all divisions and slapshots are allowed for all Divisions.

14. Players are responsible for closing the penalty box door after serving time. A two-minute penalty may be called on players who do not safely close the door after getting back on the ice.

15. By Town ordinance, alcohol is not permitted at the Stephen C. West Ice Arena anywhere in the facility. Anyone who is obviously intoxicated they will be removed from the ice immediately.

16. All players must be a minimum 18 years of age to play.

Overtime & Tiebreaker Format

During pool play, overtime will immediately move to a 3 v 3 shootout (3 different players shoot). If tied after 3 shootout rounds, any player may shoot and repeat as a shooter until a winner is determined.

During Semi finals and championship games, a 5-minute stop clock of 3 skaters vs 3 skaters' overtime will occur followed immediately by a 3 v 3 shootout (3 different players shoot). If tied after 3 shootout rounds, any player may shoot and repeat as a shooter until a winner is determined.

If two or more teams are tied at the end of pool play, the teams that will move to the championship game or receive the higher seeding in the semifinals will be determined in the following order:

TIE BREAKER RULES TO DETERMINE STANDINGS POSITIONS:

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie breaking rules listed below. If at any point during the application of the tie-breaking rules, any or all the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin at Step 1 for any teams that remain tied.

The tie-breaker rules are as follows:

1. The results of head-to-head games played between the tied teams.
2. Most total wins (whether in regulation, overtime, and shootout).
3. Most regulation wins.
4. Goal differential — Subtracting goals against from goals for in all tournament games, the positions being determined in order of the greatest surplus. FIVE goal differential per game will be used in tie-breaking rules.
5. Total goals against in the tournament
6. Total goals for in the tournament
7. Least amount of penalty minutes in the tournament
8. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.
9. Coin toss.

Note: If a team forfeits any of its games and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.

Pool Play Format

The winner of each individual pool advances to the semifinals. Seeds are based on the tie breaker listed in the tie breaker rules section.

One wild card team from the 3 pools will advance as the 4th seed to face the #1 seed in the semifinals.

The other two pool winners (#2 vs #3) will face each other with the winners of each semifinal games advancing to the Championship game.

Round Robin Format

All teams play each other one game. The two teams with the most points in round robin play face each other in the championship game. All tie breakers for seeding are listed in the tie breaker rules section.