

UConn Street Hockey Tournament Rules

Registration:

Each team may register with up to four (4) players - three primary players and one substitute.

Each team must designate a captain - this captain is responsible for registration and for representing the team at the event.

Playing rules:

Play will take place in two (2) halves, each half taking five (5) minutes. For the duration of each half, the clock will run.

For semi-final and championship games, play will take place in three (3) periods, each period taking five (5) minutes. For the duration of each period, the clock will run.

To begin the game, a faceoff will take place at the center of the play area. A player from each team will meet at the faceoff. Players not in the faceoff must line up on their half of the play area. They will tap their sticks against the ground, then against the opposing player's stick 3 times. Once this has been completed three (3) times, the play begins and the ball is live. This is commonly known as an "NHL" faceoff, as players spell out "NHL" as they tap sticks.

Following goals, the scoring team will retreat to their half of the play area. The team that got scored on will take the ball out of their net and bring it behind their net. Once they make a pass or move out from behind the net, the scoring team no longer must remain in their half.

Should the ball ever leave the play area, the team who touched it last will retrieve it. They will give the ball to the other team and play will resume.

Substitutions may only be made after a goal has been scored or at the half.

A referee will be present for all competitions. As much as possible, they will avoid making rulings on the game but they will settle any disputes regarding goal legitimacy and if a dangerous play occurs, they will properly penalize an offending player by removing them from play for 90 seconds.

Tournament Format:

The tournament will start with a round robin where each team will play 3-4 games. The round robin games and opponents will be randomized.

Upon the conclusion of the round robin, seeding will be generated.

Seeds will be determined first by wins, then goal differential, then goals for. In the event that there is still a tie, a coin flip will determine seeding.