

2024 GRRROWL SPRING HOCKEY CLASSIC TOURNAMENT RULES



TEAM ROSTERS

- The roster as submitted prior to the tournament is considered **final**. Those players listed on that roster will be the **only** players allowed to compete for the duration of the tournament. Anybody who is on the bench must be listed on the game sheet.

DRESSING ROOMS

- Dressing room assignments will be posted each day on the main video boards in the arena. Any damage to a dressing room will be charged to that team. If you see any damage when entering your room, please contact the arena attendant.

HOME & VISITING TEAMS

- **All teams must have a set of both light and dark jerseys.** The home team will wear **Light** colored jerseys and the away team will wear **Dark**.

COMPLETING THE GAME SHEET

- Each team will be responsible for either lineup stickers or writing in their roster on the game sheets prior to each game. Any player or coach not part of the game must be crossed out by the coach of the team. The starting goaltender must be identified on the game sheet.

GAME STARTS

- Teams must be prepared to play **15 minutes** prior to the scheduled start time.

ICE FLOODS

- Ice floods will occur after every two periods of play, which will commence with the next game of the day. Teams will be given a 10-15 minute break while the flooding is done. When there is no flooding between periods, each team will be given a one-minute break. For games that are starting with no flood, teams must be ready to begin their warm-up immediately following the preceding game.

PRE-GAME WARM-UP

- Teams will be allowed a five-minute warm-up at the beginning of the game. If the tournament is running behind the allotted time, warm-up time will be reduced. Teams must stay on their side of the center red line. Pucks will be provided.

GAME LENGTH / MERCY RULE

- All tournament games are three 20-minute stop-time periods.
- Should a team have a lead of 5 goals or more at the start of or during the third period, running time will apply. Should this lead revert to 4 goals or less, stop time will resume. This mercy rule will apply to all tournament games.
- The tournament committee reserves the right to adjust the playing time of any game. All teams affected will be advised of the time adjustments. The tournament committee has the right to suspend play in any game.



TIME OUTS

- Each team will be allowed one 30 second timeout per game. Should an injury occur when running time is in effect, the clock will stop only at the direction of the referee and timekeeper.

ROUND ROBIN PLAY

- There will be no overtime in the round robin games.
- Points will be awarded as: 2 for a win, 1 for a tie, 0 for a loss.

OVERTIME IN PLAYOFFS

- If teams are tied at the end of regulation time, there will be a 1 minute break with no ice flood. Teams will not change ends. After the break, **5 minutes** will be put on the clock and played out at stop time with 3 skaters and a goalie on each side. The first team that scores shall be declared the winner at any point during the overtime.
- If there is still a tie after the overtime, there will be a shootout to declare the winner. The shootout rules are as follows:
- Each team will pick three players. The visiting team will shoot first and alternates to home team until all three players have taken their turn. If a winner is not declared, then each team will choose one player at a time to shoot until a player scores at the end of the rotation.
 - **Only players that have not been previously selected will be allowed to shoot.** Each player on your entire team must shoot before reusing a previous player (except goaltenders). This will continue until a winner is declared.

PENALTIES

- The clock will not be stopped during straight time (i.e. when the mercy rule is in effect) while the referee deals with any penalties.
 - Penalties during Stop-Time: Minor: 2 minutes, Major: 5 minutes, Misconduct: 10 minutes.
 - Penalties during Mercy Rule: Minor: 3 minutes, Major 7 minutes from the drop of the puck.
- When players are penalized, the ensuing faceoff shall be conducted at one of the two faceoff dots in the offending team's zone.

COINCIDENTAL PENALTIES

- If coincidental penalties are called, neither team will skate short-handed.

CHECKING FROM BEHIND

- A player may receive a 2 minute minor + 10 minute misconduct, or alternatively a 5 minute major + game misconduct, at the discretion of the referee.

MAJOR PENALTY/ MATCH PENALTY/GROSS MISCONDUCT

- Any player assessed a 5 minute major penalty will also receive a game misconduct and an additional 1 game suspension. That player may also be subject to tournament committee ruling before the next scheduled game. Rulings can include an additional suspension.
- Any player assessed a match penalty (a deliberate attempt to injure by spearing, butt-ending, slashing, cross-checking, etc.), or a gross misconduct, will be suspended from the tournament.



TREATMENT OF OFFICIALS

- The tournament has zero tolerance on abusive language towards officials. Any player, coach, manager or spectator that does not adhere to this will be suspended from the tournament and/or removed from the tournament facility at the discretion of the tournament committee.

COACHES

- Coaches must treat officials, opponents, and the tournament committee with respect. Any inappropriate behavior can result in a coach being suspended from the tournament at the discretion of the tournament committee. Any coach who is intoxicated during game play, or while communicating with tournament committee or officials, will be removed from the tournament facility.

TIE IN STANDINGS

- Standings shall be determined by total points.
- To determine team standings in the event of a tie in points, the following criteria is used:
 - (1) The winner of the game between the two tied teams shall be deemed the winner. In the event of a tie between more than two teams, this tie breaking criteria shall not apply in any circumstances.
 - (2) If still tied after the first criteria, the team that has the most wins at the end of the round robin play shall be deemed the winner.
 - (3) If teams are still tied after (1) and (2) have been applied then the team with the best goal average gains the higher seed (highest value). The goal average of a team is to be determined in the following manner:
 - Total number of goals for divided by the total number of goals for and against. Max of 7 goal differential per game (goals for taken off to achieve this differential)
 - Example: Goals For = 10, Goals Against = 4
 - Goal Average = .714
 - (4) If still tied after the plus minus criteria, the least goals against shall be deemed the winner (total goals against during round robin play).
 - (5) If still tied after the least goals against criteria, goals for shall be deemed the winner (total goals for during round robin play).
 - (6) If no winner is declared after the goals for criteria, there will be a coin toss to declare a playoff spot.

MANDATORY EQUIPMENT

- Helmets and full-face protectors are mandatory for all players. The use of neck guards and mouth guards will be mandatory based upon the rules of your home province. Players not conforming to these standards will not be allowed to play until the required equipment is in place.

ALTERNATE GOALTENDER

- All alternate goaltenders are required to wear full protection while the game is in progress. If a team changes their goaltender, no warm-up is permitted.



INJURED PLAYERS ON BENCH

- Any injured player that appears on the bench during a game must wear a helmet.

PROTOCOL

- No family members or parents and players are allowed to approach tournament committee or officials with questions or comments. Any parents, family members or fans that become disrespectful during a game or the duration of the tournament will be removed from the arena.

FORFEITING GAMES

- The tournament will not be held responsible if for any reason a team forfeits a game. The team that forfeits the game will be deemed the loser. If a game is forfeited, the winning team will receive a **+7** and the losing team will receive **-7** for plus/minus purposes.

INSURANCE

- All teams must carry a minimum of \$2 Million dollars in team liability insurance.

TOURNAMENT COMMITTEE

- The tournament committee has the final say in all decision issues. Any issue not addressed by these rules will be determined in the sole discretion of the tournament committee.
- If there are any mishaps during the tournament, the tournament committee is NOT held responsible. If there is a breakdown at a rink facility, the tournament committee has the right to shorten ALL game lengths. Floods between periods and games may be eliminated.