



# *West Shore Community Ice Arena*

## *2021– 22 Fenstermacher 's Cup Adult*

### *Tournament*

### *Rules and Information*

#### **REGISTRATION**

1. The Tournament Director reserves the right to move any team into the appropriate division they feel best suits the integrity of the tournament.
2. All players listed on each team's roster must sign in with Ice Arena personnel before they play their first game.
3. Players may be asked to show proper identification during any point of the tournament.
4. **Tournament Age Requirement is as follows: Check the website for each skill level break down for each Division.**
  - **B Division: 18 years or older**
  - **35 and older B division: There have been exceptions for goalies or if you turn 35 in March 2021.**
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5. Any team responsible for delaying these procedures may put their team into a position of forfeiting that game.
6. Arena will need copy of the team roster and numbers prior to each team's first game. A team using ineligible players will be automatically disqualified without refund.

#### **RULES AND POLICIES**

1. This is not a USA Hockey sanctioned tournament; however, USA Hockey rules will be followed.
2. All participants and spectators will be expected to follow the USA Hockey zero tolerance policy. Those found to be in violation by any of the arena staff, officials or Tournament Directors will be removed immediately from the tournament and the rink. Team managers please make sure your team knows this rule.
3. **Anyone involved in a fight will be suspended from their next scheduled game in the tournament – no exceptions! Referee's decision is final concerning this infraction! If you have a history of altercations at our tournament you will be banned from all levels of play.**
4. **Any team using a suspended/expelled player will forfeit that game and ejected from the tournament.**
5. Anyone receiving a Game Misconduct will be automatically suspended for that game in its entirety and the following game.
6. Slap shots will be allowed
7. No Checking permitted.
8. No Protest will be permitted.
9. No Refunds.

10. Tournament Directors reserve the right to make all final decisions regarding the interpretation any rules and regulations.
11. All teams are guaranteed three (3) games.
12. All players must play at least two (2) games during the tournament in order to play in Sunday's games.

## **Tournament Format**

### **GAME FORMAT:**

1. Home team is first team listed on schedule and visiting team is the second team listed. Team with the highest point total will be designated the home team in the Championship Game.
2. There is a pre-game of 3 minutes prior to face off and will be designated on the game clock. Teams must remain off the ice until the Zamboni gates are closed and the on ice officials are present. A team must organize their players for the face off to start play promptly, when the game clock reaches zero.
3. Games will be 12 minute stop time periods. No curfew.
4. If a team(s) are not ready to begin play at their designated time, the game clock will start at the time indicated on the schedule. Games run over due to normal game situations, we can't afford to lose time due to tardiness.
5. Running time will occur any time in the third period if the score exceeds a six goal differential. At anytime during third period it becomes a six goal differential or less the game clock reverts back to stop clock.
6. No time outs allowed during round robin play.

### **Game Points**

Your games will be played on the following scoring system.

Teams will be awarded points in the following manner:

- Two (2) points for a win
- One (1) point for a tie

If round robin games end in a tie through regulation, there is no overtime. The game ends in a tie.

### **Tournament Standing Tie Breakers**

Standings will be compiled by the tournament director and staff and posted at the rink. Teams will be ranked within their tournament division by the total number of points obtained. In event of a tie, final standings will be determined by the following criteria.

#### **Standings (2 Team Tie-breaker)**

- 1) First by the most points accumulated.
- 2) Head to head competition will determine which team advances, if still tied,
- 3) Most wins, if still tied,
- 4) Goals plus/minus differential, if still tied\*,
- 5) Goals allowed, if still tied,
- 6) goals scored divided to goals against(higher number) wins.

7) Coin toss

**Standings (3 Team or more Tie-breaker)**

- 1) First by the most points accumulated.
- 2) Head to head competition will determine which team advances, if still tied, Head to head will apply only if one team has beaten all other teams it is tied with. If all teams that are tied have not played each other than the next tiebreaker applies.
- 3) Most wins, if still tied,
- 4) Goals plus/minus differential, if still tied\*,
- 5) Goals allowed, if still tied,
- 6) Goals scored divided to goals against (higher number) wins.
- 7) Coin toss

\*Note: if three or more teams are tied, the three or more tie breaker applies. Once a team has won a tie breaker, then the tiebreaker starts over again with the teams that are still tied, beginning with tiebreaker #1. Once the tiebreaker is down to 2 teams then the tiebreaker goes back to #1 under the 2 team tiebreaker system.

**Tie Games/Tie breaking procedure:**

**Regulation games** will be able to end in a tie. There are no tiebreakers for regulation games.

The team must have their first five shooters, names and numbers, chosen prior to game time and given to the scorekeeper. Each team must go through the entire roster of players before anyone can shoot for a second time.

**If a finals game ends in a tie:**

- a. 5 minute sudden death period (5 on 5)
- b. Shootout (5 players per team-each player may only shoot once)-most goals during the first 5 shooters wins.
- c. If shootout ends in a tie, sudden death shootout until winner is decided. Each team will send 1 skater each round of the sudden death until a winner is determined. Each team must go through their entire roster of players before anyone can shoot for a second time.

**GOOD LUCK TO ALL TEAMS!**