

Blue Division

- Games will be played 4 X 4
- All games will be played with black pucks
- Blue level plays four games with no championship rounds
- Blue Level Games will be played Cross Ice
- Blue level game will use "W" nets when a goalie isn't present
 - Blue goalies are allowed BUT teams must notify the tournament director prior to the tournament.
- Each level will play four games.
- Games will be 3 periods, with each period being 12 minutes in length.
 - There will be a 2-minute warmup prior to the game.
 - The time in between periods will be 1 minute
- Horn will sound every 90 seconds for shift change.
- Blue Division will have refs when available. Blue coaches need to bring skates and helmets for games.
- Scores will not be kept for Blue Division
- When entering the ice on a shift change, the players must skate around their net or dot (depending on location) before playing the puck; even if that means skating past the puck. If unequal areas are present, coaches can agree on new rules from shift changes.
 - If a player is double shifting, they must also go around their net or dot before playing the puck.
 - All levels will play "as it lies" on shift changes. This means players are to play puck from where the pucks ends from the previous shift.
- If goalie is present: When the goalie freezes the puck, the attacking team must retreat to center ice and wait until the defending team starting moving the puck up ice before attacking again.
 - The puck can be advanced as soon as the goalie uncovers it. The players are not required to take a frozen puck around their net.
- After a goal is scored players retreat around their nets.
 - After getting scored on, the team must remove the puck from their net and go behind their net with the puck, prior to advancing forward.
- Faceoff's will only take place at the start of each period.

White & Red Divisions

- Games will be played 4 X 4
- All games will be played with black pucks
- Red and White level games must have goalies in full pads. Red and White level games will be played half ice.
- Games will be 3 periods, with each period being 12 minutes in length.
 - There will be a 2-minute warmup prior to the game.
 - The time in between periods will be 1 minute
- Horn will sound every 90 seconds for shift change.
- Score will be kept for Red and White level games
- Red and white level games will have a referee on the ice.
- White level, one coach from each team can be on the ice to keep the play moving and help enforce rules. Coaches can agree prior to the game to have one or no coaches on ice and let the ref handle play.
- When entering the ice on a shift change, the players must skate around their net or dot (depending on location) before playing the puck; even if that means skating past the puck. If unequal areas are present, coaches can agree on new rules from shift changes.
- If a player is double shifting, they must also go around their net or dot before playing the puck.
- All levels will play "as it lies" on shift changes. This means players are to play puck from where it lies from the previous shift.
 - Play it where it lies from the previous shift but must tag up prior to playing puck.
- When the goalie freezes the puck, the attacking team must retreat to center ice and wait until the defending team starts moving the puck up ice before attacking again.
- The puck can be advanced as soon as the goalie uncovers it. The players are not required to take a frozen puck around their net on a goalie covered puck.
- After scoring a goal; a faceoff at center (or near center) will commence.
- Clock will not stop for injuries during round-robin play.
 - During the Semi-finals and Finals, clock and play will stop for both playing games due to injury.
- White level plays three round robin games (4 divisions). The top seed in each division advances to Semi-Finals.
- Semi-Finals will be 1- 21 minute period. Winners will adjust rinks so winners play against each other in championship and losers play for 3rd place. The championship and third place game will be 1-21 minute period.

- Red level plays three divisional round robin games (2 divisions). Top two seeds in each division advance to the semi-finals. All other teams advance to consolation brackets.
 - Semi-Finals will be 1- 21 minute period. Winners will adjust rinks so winners play against each other in championship and losers play for 3rd place. The championship and third place game will be 1-21 minute period.
- Red and White level Inter-Divisional Tie Breakers: Total Points, Head-to-Head, Goals for divided by Goals Against (Capped), least goals allowed, Goals For divided by Goals against (uncapped), and then coin flip.
 - Cap goal differential per game is 12
- Red and White level Wild Card Tie Breakers: Total Points, Goals for divided by Goals Against (Capped at 12), least goals allowed, goals for divided by goals against (uncapped) and then coin flip.