

# Rochester Ice Center's Spring Classic

## Adult Hockey Tournaments

### Tournament Rules

1. All games will be three 14 minute stop time periods. If the game is tied after regulation, the teams will play a 3 minute sudden death overtime 4 on 4. If no team scores in the overtime the game ends in a tie.
2. Playoffs will have a 5 minute 5 on 5, followed by a 4 minute 4 on 4, then a 3 on 3 for 3 minutes (if still tied after each OT). If still tied, a 3 player shootout, then continuing until one team is the winner.
3. Points for games will be as follows:
  - A. Win = 2 points
  - B. Tie = 1 point
  - C. OT Loss = 1 point
  - D. Loss = 0 points

Tournament format = 12 Team, 3 Divisions. Play 3 round robin games within your division. Each division winner advances to the semi-finals. The 4th spot is a wildcard for the top team that did not win their division. The remaining 8 teams will play a consolation game..

4. This is a No-Check tournament.
5. Any player **ejected for fighting** is out for the entire tournament. The rule will not be changed for any reason.
6. In case of ties at the conclusion of round robin, the following Tie-Breakers will be used in this order:
  - A. Head to Head
  - B. Most Wins
  - C. GF/GA Ratio (GF+GA / GA)
  - D. Fewest Penalty Minutes
7. Penalties:
  - A. Minor – 1.5 minutes
  - B. Major – 4 minutes
  - C. Misconducts – 7.5 minutes

8. USA Hockey Rules apply.

**9. No alcoholic beverages of any kind are allowed on the player's bench. This rule will be strictly enforced.**

10. One time out per team per game will be allowed.
11. All decisions by the Tournament Committee will be final.
12. 4 Penalty Rule is in effect. Anyone receiving 4 penalties in one game will be ejected from the game and receive a Game Misconduct (miss the following game).
13. **All players** must play in at least one round robin game to qualify for the playoffs and two total games to qualify for the Championship.
14. **Mercy Rule** – 6 goal lead under 10 minutes in 3rd. Must maintain a 6 goal lead to keep running clock. 6 Goal max differential per game for tie breaker purposes.