

## **General Rules & Information:**

- Team Rosters are frozen at the time that team starts their first game – no additions will be allowed.
- Teams listed first in pairings will be considered the HOME teams, and will be asked to wear the light colored jerseys when possible. If there is only one jersey, it is the coach's responsibility to communicate with the other team.
- Tournament Director reserves the right to disqualify a player or coach based on poor behavior, rule violations, or unsportsmanlike conduct in reference to the Zero Tolerance Policy. Coaches/Team Manager's please make sure your spectators abide by our Zero Tolerance Policy in the stands/viewing.
- Result boards will be posted in the lobby, possible online scores posted - we will keep you updated.
- Pool Play Game Points are based on the following format:
  1. • Game victory = 3 Points
  2. • Game tie = 1 Point
  3. • Game loss = 0 pts.

## **Game Times:**

- 8U level will play (2) 15 minute, run time periods. Buzzer will go off every 90 seconds to signal a line change.
- Players are required to go around the nets at the start of each shift. After the scoring team scores a goal they must skate around their net before engaging in any play.
- Four minute warm-up prior to each game.
- Resurfacing will be done after every third game.
- No Time outs.
- Teams must be ready to play 15 minutes prior to the scheduled game time. Games may start earlier when time permits, and both teams need to be ready.

## **Seeding Procedures:**

- 6 Team: Following pool play, the teams seeded 1 & 2 will play for the Championship. Seeds 3-6 will not play a 6th game.
- In no case will any team be credited with more than (7) goals difference for statistical purposes.
- There will be no overtime in round robin pool play.
- Overtime will only be permitted for the Championship Game. 1v1 with a 30 second buzzer to signal a line change.
- Tie breaking procedures for teams tied after round robin/bracket play:
  1. Head to Head competition.
  2. Points differential (goals scored minus goals allowed)
  3. Least goals allowed.
  4. Most goals scored.
  5. Coin Toss
  6. Coaches Push Up Competition