



Metro Fire Hockey Tournament

Official Rules

2024

TOURNAMENT CONTACTS

DIRECTOR OF TOURNAMENT
DIRECTOR OF OFFICIALS

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Official logo of the 14th annual event

Official Rulebook has been revised and agreed to by the Tournament Director, Mike Dwyer, and Director of Officials – Jarred Mitrano, Seacoast Hockey Officials

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POINTS OF EMPHASIS:

- **Fighting**

Automatic Major + Game Misconduct,

- unless 1-player is clear aggressor.

Fighting may result in a 1-game suspension and hearing with the Tournament Director.

- **Leaving the Bench (During Altercation)**

Game Ejection

Player ejected will be requested to have an in-person meeting with the tournament director prior to return

- **Roster Eligibility**

All Participants must be an ACTIVE FIREFIGHTER, except Goalie position (IF NECESSARY).

I. Game Protocol Structure

Round Robin Games

- Warm-Ups: 3-Minutes
- (3) Periods 15-Minute (Run Time)
- 1 Time-out per Team
- Clock Stops in 3rd Period at the 2:00-minute mark remaining IF 2-goal or less margin
- NO OVERTIME | Game end in Tie will receive 1 pt.

Quarterfinals & Semi-Finals

- Warm-Ups: 3-Minutes
- (3) Periods 15-Minute (Run Time)
- 1 Time-out per Team
- Clock Stops in 3rd Period at the 2:00-minute mark remaining IF 2-goal or less margin
- Overtime Protocols
 - o 4v4 for 5-Minutes
 - o 3-Round Shootout | Sudden Death Round after Round 3

Finals

- Warm-Ups: 3-Minutes
- (3) Periods 15-Minute (Run Time)
- 1 Time-out per Team
- **Clock Stops in 3rd Period at the 3:00-minute mark remaining IF 3-goal or less margin**
- Overtime Protocols
 - o 5v5 for 5-Minutes
 - o 4v4 for 5-Minutes
 - o 3v3 | Golden Goal | Continuous 15-minute Period

TIE-BREAKER FORMAT:

Tiebreakers will go in this exact format.

- 1. Head-to-Head**
- 2. Goals Against**
- 3. Goals For**
- 4. Fewer Penalty Minutes**
- 5. Coin Toss**

II. Team / Tournament Structure

Tournament will contain **(2) Divisions**. Each Division will contain **(2) Groups**. Each Group in Division A will hold (4) teams and will play all teams within that group for a total of three games. Division B will have 2 Groups of 3 Teams each and will cross play each other, Group 3 will play Group 4

The top 4 teams in each Division will advance to the Playoff Round. The four teams that advance will be reseeded within their Division as Seed #1 – Seed #4. Tiebreaker rules will apply.

Please review the Brackets below and the Playoff Format.

Division A

Group 1

Cambridge
Massport
Woburn
Brookline

Group 2

Wilmington
Haverhill
Everett
Saugus/Malden/Danvers

Division B

Group 3

Arlington
Lynn
Newton/Weston

Group 4

Chelsea/Revere
Somerville
Burlington

Playoffs Format:

- i. Quarterfinal Gm. #1 - #1 Seed Div. A vs #4 Seed of Div. B
- ii. Quarterfinal Gm. #2 - #2 Seed Div. A vs #3 Seed of Div. B
- iii. Quarterfinal Gm. #3 - #1 Seed Div. B vs #4 Seed of Div. A
- iv. Quarterfinal Gm. #4 - #2 Seed Div. B vs #3 Seed of Div. A
- v. Semifinals Gm. #1 - Winners of QF Gm. #1 vs QF Gm. #2
- vi. Semifinals Gm. #2 - Winners of QF Gm. #3 vs QF Gm. #4
- vii. Finals – Winners of SF Gm. #1 vs SF Gm. 2

Any team who qualifies for Playoffs, must be able to play or notify the Tournament Director no later than 7:00pm on March 23rd.

Any team unable to continue and fail to notify may be suspended to enter future Metro Fire Tournaments. This would be a vote of all returning teams the following year. IF a team is unable to continue, it will be based on a per situation and the Tournament Director will have final say on resolution.

III. Playing Rules

The 'Playing Rules' will be governed under the USA Hockey Rulebook with modifications agreed to by the Tournament Director. All modifications are listed below.

A. Team Roster Eligibility

All Participants must be an ACTIVE FIREFIGHTER, except Goalie position (IF NECESSARY).

Any player currently Retired, being hired or going through process of being hired or on waiting list is NOT ELIGIBLE. If any player is found playing who is not active will be removed and any games played will be automatic forfeits.

All players must have their 'Fire ID' with them at the Event. IF Tournament Director or a Team Captain request and an ID cannot be given, that player becomes ineligible.

Rosters sheets must be filled out with Players Full Name & # and submitted to the Timekeepers prior to the start of the game.

******* *Each team reserves the right to "challenge" if an opponent's player is eligible. If found eligible, team who request challenge will be called for a 2:00 penalty for 'Delay of Game' and lose the right to make future challenges in that game.*

B. Penalties

- Minor Penalty: 2:00 Minutes
- Major Penalty: 5:00 Minutes
- Misc., Game EJ., Game Misc., Match Penalty: 10:00 Minutes

****** Any Player who receives (3) penalties in a game will be removed from game and given a 'Game Ejection' penalty.

Game Ejection = Removed from current game | Eligible for next game

Game Misconduct = Removed from current game | Ineligible for next game until in-person hearing

• Fighting & Leaving the Bench

Fight - Automatic Major + Game Misconduct, unless 1-player is clear aggressor.

Fighting may result in a 1-game suspension and hearing with the Tournament Director.

Leaving the Bench – Game Ejection – Player ejected will be requested to have an in-person meeting with the tournament director prior to return

C. Playing Rules Modifications

- **Line Changes**

- There will be no situation that prevents any team from a no-change situation.

- **High Stick | Puck Deflection**

- All deflections will be based on where the puck contacted player's stick. High stick will not be called due to any portion of player stick above shoulder height; it will be based on if puck was deflected above shoulder.

- **Icing**

- The determining line will be the Center, Red Line.
- All games will be played under Automatic Icing rules.
- Goalie is allowed to exit crease. Icing is terminated ONLY IF Goalie touches the puck.
- Teams will be allowed to change on icing infractions.

- **Face-Off Locations**

- If Officials make error during an icing situation, the ensuing face-off will be conducted at center ice.

IV. Suspensions | Appeal Process:

All Major, Game Misconduct and Match Penalties will require an in-person hearing with the Tournament Director. Appeals to any suspension(s) must be filed to the Tournament Director immediately after the game. Tournament Director will hold final say in all appeals.

To file an appeal – text Tournament Director, Mike Dwyer, with the following:

1. Game Details – Date / Time / Opponent
2. Player Name
3. Infraction
4. Statement

**** PLEASE NOTE ****

Any appeals not made immediately after the game will not be reviewed and will require suspension to be served.

Tournament Director will give a response to each appeal in time to prepare for upcoming game.

NOTES