

2021 REGIONAL SPRING SHOWDOWN - RULES

Section One - General Playing Rules

- (a) 2-Minute Warm-up.** Home team will warm up in home area. Away team – away area.
- (b) Game Length.** All games will be three 14-minute running time periods.
- (c) Ice Surface.** This tournament will be played on full ice for all divisions.
- (d) No Face-offs.** Home team starts game from own zone 1st period. Away team starts from own zone 2nd period. Home team starts game from own zone 3rd period.
- (f) Blue Line Offsides.** All offside plays at the blue-line will be deemed delayed offside and the referee will call for the offending players to release the puck and exit the zone. Once all the offending players have exited the zone together, they may re-enter the offensive zone.
- (g) Play Stoppages.** When play is stopped such as goalie controlling puck or goal was scored, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty assessed to the offending team.
- (h) Penalty Shots.** There will be penalty shots taken in lieu of penalty kill and power plays. All penalty shots will be taken at the time the penalty occurs. (see Section Six for details).
- (i) Scrums and Non-Contact.** This is a non-contact tournament. To maintain safety, referee will also whistle down scrums at their discretion and award one team the puck.
- (j) Addressing Referee.** Referee will ask at beginning of game who is Head Coach. Only Head Coach will address referee. Score or penalty shot discrepancy will be determined by referee. Verbal abuse of referees and timekeepers will not be tolerated. Referees are working with new guidelines and trying their best to ensure the safety of everyone. The referee's decisions are final in all matters pertaining to rules interpretation, assessment of penalties and awarding of goals

Section Two – Awards & Celebrations

(k) Celebrations. Hugging and close contact will not be tolerated after a goal scored, a good play, or after any game. Stick slapping on ice while practicing physical distancing is allowed. Also, teams must hold their benches after each game to ensure physical distancing.

(l) Championship Game Awards. There will be no indoor award celebrations. Teams will be designated an area outdoors for medal presentations to be conducted by team official(s).

Section Three – Divisions

(m) Teams. Each division is made up of 4 teams only.

(n) Days Played. Each division plays all of its games over a 2-day period.

Section Four - Teams

(o) Players. A team is comprised of 10 skaters and 1 goalie. Each team will play with 5 players and 1 goalie on the ice.

(p) Coaches. A team is comprised of a maximum of 2 officials. A team shall have at minimum a trainer plus a head coach on the bench to enforce physical distancing.

(q) No Crossing Over. For safety reasons, team coaches and players cannot play or coach on other teams. The only exception applies to a coach. A coach can be on 2 different benches, but only in their own division.

Section Five – Additional Safety Measures

(r) Safety Protocols and Other Measures. Every player and team official must follow the safety protocols set out by each arena operator. Before your first game, we expect each team to arrive at least 20 minutes in advance to submit forms. However, players and coaches cannot enter the building until 10 minutes before their game time. The group before you must have already vacated the building, before you are escorted in by your safety ambassador.

(s) Fully Dressed. We expect all players to be dressed before entering arena. We recommend wearing skate guards.

(t) Rink Safety Ambassadors. The role of the safety ambassador is to escort your team into the building and to your rink. After the game, the safety ambassador will escort your team

out of the building. They will assist your division each day.

(u) Safety Mask. All players and team officials shall wear a mask at all times within the building.

Players only do not wear masks indoors when they have entered the ice surface.

Section Six - Minor Penalties & Penalty Shots

(v) Penalty Shot. All penalties (unless coincidental) will result in a penalty shot award.

(w)NO BODY CHECKING ALL AGE GROUPS. Two (2) body checking penalties in the same game will result in the immediate ejection from that game plus a further game misconduct.

The offended team will gain 3 penalty shots for each penalty.

(x)Delayed Penalty. If there is a delayed penalty and the offended team scores, the penalty is not recorded.

(y)All penalty shots will be taken at the time the penalty occurs. All players will go to their bench right away and the offended player will take their penalty shot. Once the shot is taken, the penalized team will go and retrieve the puck and play will resume. If the penalty occurs in the last minute of a game, the clock will be stopped and restart once the penalized team touches the puck.

Section Seven- Major Penalties

(z)Major penalties... will result in the immediate ejection of the offending player(s) from the game or tournament.

(aa) Fighting... will result in the penalized player(s) being expelled from the game or tournament.

Section Eight - Playoff Penalty Shots & Shootout Round(s)

(bb) Best Of 3 Shootout. If tied after a playoff game, each team picks their first 3 shooters. If still tied after 3 shooters, the first team to win the 1-on-1 shoot out wins game.

In the Shootout Round(s) each player shoots before any one player can shoot twice.

Section Nine - Round Robin Tie Breaking Procedure

(dd) Points. Teams will be awarded 2 points for a win and 1 point for a tie.

At the end of round robin play the teams will be seeded according to the total number of points obtained.



The following tie breaking formula will be utilized should teams be tied.

1. head to head (if applicable; In event of a three-way tie skip to next step)
2. goal percentage – add goals for and goals allowed and divide by total into the goals for. Highest percentage will advance
3. lowest goals against
4. most goals for
5. coin flip