



# TOURNAMENT RULES

**Masks will be required by all players on the ice and in the warming area when not eating/drinking.**

## **RULE 1 – RINK**

- 1.1 **Ice Cleaning** – Prior to every game, each team will shovel/ scrape one half of the rink. This will be considered the upcoming team's warm-up time.
- 1.2 **Restrictions** – City of Greenfield Parks and Recreation will not permit drone devices at the Konkel Cup Pond Hockey Classic.

## **RULE 2 – TEAMS**

- 2.1 **Eligible Players** – All players must be 21 years of age by the start date of the tournament.  
Players may only play on one (1) team. NO EXCEPTIONS!!
- 2.2 **Illegal Players** - If the tournament director(s) determine that an illegal player has participated in the tournament, the player(s) shall be immediately removed from the tournament and the team using the ineligible player(s) will receive a 0-1 forfeit loss in each of the games the illegal player(s) participated in.  
Illegal players are any participants that
  1. Participate on two (2) team rosters.
  2. Are under 21 years of age.
- 2.3 **Player Count** - Minimum number of players on a team is four (4); maximum of seven (7).  
All teams must have at least four (4) players ready to play at their scheduled game start time. If not, the game clock will start and the offending team will be penalized one goal for each minute they are late. Should the offending team produce 4 players at any time during the first half, the game will start at that point with the offending team down the appropriate deficit (i.e. five minutes late, game will begin at the 10 minute mark with the offending team down 5-0). If the offending team is not able to produce at least four (4) players by the end of the first half, the game shall be declared a forfeit and the NON-OFFENDING team will be awarded a 15-0 victory.

## **RULE 3 – UNIFORMS**

- 3.1 **Jerseys** – All teams must arrive at the tournament site with light and dark game sweaters. Teams must wear color contrasting sweaters during games, and if a change must be made the visiting team shall be required to make the switch.

## **RULE 4 – EQUIPMENT**

- 4.1 **Helmets** – All players are required to follow USA Hockey Adult Level equipment recommendations; all players are required to wear a helmet designed for hockey (HECC approved or otherwise). Helmets must include a chin-strap that shall be properly worn at all times.

## **RULE 5 – GAME PLAY**

- 5.1 **General Play Rules** - The home team shall have first choice of which half of the ice to defend. Teams will switch sides for the second half of the game. There will be a center ice face-off to start each half. Each half shall be fifteen (15) minutes in length, and half-time will be five (5) minutes in length. All periods will be a running clock, unless a timeout is taken.  
  
Each team is allowed one time-out per game. All time-outs are one (1) minute in length.  
  
All goals must be scored from the attacking side of the center red line.  
  
A player may not score from beyond center ice.  
  
After a goal, the team that scored will be required to wait on their defending side of the red line. The team that is scored upon must advance the puck up the ice immediately. Defending teams can engage the puck carrier once the puck crosses the center red line.

If the puck is “unplayable” the referee shall determine possession based on who directed the puck out of the playing area. Once possession is awarded, defending players should stand two-stick lengths away to begin play.

- 5.2 **Tied Games** – Round Robin Competition: If a game is tied at the end of regulation, there shall be a one (1) minute rest period followed by a four (4) minute sudden victory overtime period. The team which scores the first goal in sudden victory overtime will be declared the winner. If the game remains a tie after the sudden victory overtime, the game will be recorded as a tie.

**Seedings for Playoff Competition:** Teams will be separated into 2 pools of 4 teams. After pool play, the top 2 teams in each pool will play in a final 4 championship bracket, while the bottom 2 in each pool will play in the final 4 consolation bracket. Seedings will be as follows:

- **First Tiebreaker:** Standings in Pool Play
- **Second Tiebreaker:** Goal Differential in Pool Play
- **Third Tiebreaker:** Goals scored in Pool Play
- **Fourth Tiebreaker:** Goals given up in Pool Play

**Playoff Competition:** If a game is tied at the end of regulation, there shall be a one (1) minute rest period followed by a four (4) minute sudden victory overtime period. The team which scores the first goal in sudden victory over time will be declared the winner. If the game remains in a tie after the sudden victory overtime, there will be additional four (4) minute sudden victory overtimes until there is a goal scored. The team to score the first goal, will be declared the winner.

## **RULE 6 – PENALTIES**

6.1 **Minor Penalty** – Any minor penalty called such as tripping or slashing will result in a goal for the non-offending team plus change of puck possession.

6.2 **Major Penalty** – Any major penalty infractions will result in ejection from the game with no replacement.

6.3 **Examples** – Penalties will be enforced.

There will be no offside or icing.

No body-checking is allowed during games. Any intentional, overt, or reckless body contact will result in a major penalty.

There will be no slap-shots. If the stick rises above the knee in attempt of a shot or pass it will result in a change of puck possession.

There will be no lifting the puck above the knees; pucks that are intentionally raised above the knees will result in a change of puck possession.

Stick contact with the puck above the waist will result in a change of puck possession.

No use of goaltending equipment, with the exception of skates, shall be permitted.

A player may not lay his/her stick, drop to their knees or lay on the ice to protect the goal. Players must remain on their skates in front of the goal. No more than one player can occupy the space in front of the net. Any act of “goaltending” shall result in an awarded goal for the non-offending team.

Fighting is strictly prohibited. Any player that is involved in a fight will be ejected from the tournament with no replacement.

**THE TOURNAMENT DIRECTOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVER-ALL GOOD OF THE EVENT. IN ALL CASES THIS DECISION SHALL BE FINAL.**

***THE CITY OF GREENFIELD DOES NOT PROVIDE HOSPITAL / MEDICAL INSURANCE COVERAGE FOR PERSONS PARTICIPATING IN SPONSORED ACTIVITIES AND CANNOT ASSUME RESPONSIBILITY FOR INJURY TO ANY PARTICIPANTS IN ITS RECREATION PROGRAMS. PARTICIPANTS ARE ENCOURAGED TO OBTAIN THEIR OWN INSURANCE COVERAGE PRIOR TO THE START OF THE PROGRAM, AND TO CONSULT WITH A PHYSICIAN BEFORE PARTICIPATING IN ANY STRENUOUS ACTIVITY.***



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