



8U Division Playing Rules – XTRA ICE FACILITY ONLY

REGISTRATION DOCUMENTS REQUIRED

USA Hockey Roster-you must submit a USA Hockey roster (Form 1-T) approved by your affiliate registrar. Double rostering of players and goalies is prohibited.

PLAYING TIME OF GAMES AND GAME FORMAT

1. **WARM-UP:** There will be a 2:00 warm-up period before each game.
2. **GAME LENGTH:** Each game will be 2 halves, of 20 minutes each. Teams will start the game defending the goal furthest from their bench and will switch ends at half time.
3. **SHIFT LENGTH:** All shifts during the game will begin 4-on-4. Shifts will be regulated by a 2-minute horn at which time both teams will be required to change ALL 4 players* (the clock will not stop). For every shift change, the play will restart with the puck located near the last played location against the nearest side boards, and the defending team (based on the zone that the puck is in) in possession. Once the defending team has possession and is prepared to restart play, they may begin to do so at any time. The non-possession team must allow the possession team 15 feet to begin play. A whistle is not required to restart play but may be blown at the discretion of the referee to control the distance of the non-possession player until the puck is put back into play. If necessary, the on-ice official may require the possession team to wait until the line change has been completed by the non-possession team to avoid a too many players on the ice situation.

*if a team has less than 8 players, that team must change all players on the bench for every shift change, and their opposition is required to change a minimum of the same number of players at each shift change.

4. **TIED GAMES:** All round robin games that are tied after 20 minutes will end in a tie. Championship games will go to a 3-on-3 sudden death overtime for 2 shifts of 2 minutes and EACH SHIFT will begin with a face-off at center ice. Any player that plays the first 2 minutes is not eligible to play in the second 2 minutes, unless the team has less than 6 players. In that case, both teams will be permitted to “double-shift” the same number of players as the team that has less than 6 players is required to “double-shift” after all player on that team that did not skate the first shift are put on the ice for the 2nd shift. For example, if Team A has 5 players, then they will have to double-shift 1 player for the second 2 minutes of overtime, so Team B may double-shift up to 1 player as well for the second shift of overtime. First team to score is declared the winner. If nobody scores, we go to a sudden death shootout. Higher seed chooses who shoots first. Both teams will defend the goal nearest their bench. No player may repeat as a shooter until all eligible shooters from the team with lesser eligible shooters has shot. Eligible shooters are all non-injured rostered players. Both teams will shoot in each round of the shootout. If at the end of a shootout round, only one team scores, that team shall be declared the winner.
5. **RINK:** Games will be at Xtra Ice in Tampa, FL. The rink is approximately 140’ long, by 65’ wide.
6. **FACE-OFFS:** Face-offs will take place at the start of the game and at the start of the 2nd half.
7. **STOPPAGES BY GOALTENDER AND GOALS:** If a goalie freezes the puck or if a goal is scored, the official shall blow the whistle and the defending team shall be given possession behind their own goal line. They must start from behind their own goal line. The attacking team must retreat and allow the defending player 15 feet of space prior to forechecking. This “space” is entirely up to the discretion of the referee who shall operate with the directive of allowing the defending player ample opportunity to make a play. The referee is provided the ability to stop play if the attacking player did not allow the defending player enough space and start the play over again from behind the goal line. The referee also has full authority to assess a delay of game penalty if he/she determines this act to be intentional to kill game time.
8. **ALL OTHER STOPPAGES:** any stoppages occurring for any reason not covered in rule 7 shall result in the team not causing the stoppage to be awarded possession of the puck at the last play location on the side boards. They are to be given 15 feet of space to start play as defined in rule 3.
9. **STOP TIME:** In the last minute of the 2nd half of regulation only, if the goal differential is 2 goals or less, the clock shall stop during all stoppages of play. The clock shall resume as soon as the puck is put back into play. The clock shall NOT stop during OT.
10. **NUMBER OF PLAYERS AND GOALIES:** Games will be played 4-on-4 plus goalies.
11. **LINE CALLS:** Icings and Off-sides will not be enforced. The game will be conducted as though the game is being played in a half-ice format.
12. **BLUE PUCKS:** per USA Hockey ADM rules for 8U games, BLUE PUCKS WILL BE USED FOR ALL GAMES.
13. **NETS:** games will be played with full size 4’ x 6’ goals.



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PENALTIES

14. PENALTIES:

- A minor penalty called while both teams are at full strength (4-on-4) will result in the removal of the penalized player from the ice immediately and for the remainder of the shift. The penalized team will play with 3 players for the remainder of the shift unless the opposition scores while the penalized team is below the numerical strength of their opponent. If this occurs, the penalized team will return to full strength with the penalized player returning to the ice for the remainder of the shift.
- A Minor penalty called against a team that is above their opponent's numerical strength (4-on-3) will result in the removal of the penalized player from the ice immediately and for the remainder of the shift. A goal scored during the resulting 3-on-3 will not have any impact on the on-ice numerical strength of either team.
- A Minor penalty called while both teams are down a player (3-on-3) will result in the removal of the penalized player from the ice immediately and for the remainder of the shift. The already penalized players sitting due to previously assessed minor penalties will immediately return to the ice (1 from each team). The resulting on-ice numerical strength is 4-on-3.
- A Minor penalty called against a team that is already below the on-ice numerical strength of their opponent (3-on-4) will result in the removal of the penalized player from the ice immediately and for the remainder of the shift. Additionally, the already penalized player will return to the ice immediately. Finally, the non-penalized team will be awarded a penalty shot to be taken immediately. The clock shall not stop for the taking of the penalty shot unless it occurs in the final 30 seconds of the 2nd half or OT with the goal differential at 2 goals or less. The penalty shot shall be taken by the player against whom the infraction occurred. If that player is not identifiable by the referee, then the coach of the non-offending team shall select the player to take the penalty shot. Whether a goal is scored or not on the penalty shot, play shall resume 3-on-4.
- A Major penalty will result in the immediate removal of the penalized player for the remainder of the game. The penalized team shall play one player short for the remainder of the shift regardless of goals scored by the opposition. Should the calling of subsequent penalties create a situation that requires the return of a penalized player, the player assessed the minor penalty will be the player to return to the ice.

-Any player that is assessed 4 penalties in a game will be ejected for the remainder of the game immediately.

MISCELLANEOUS

15. **LOCKER ROOMS:** The locker room assignments will be posted at the rink. PLEASE adhere to the posted locker room assignments. Xtra Ice is the host facility for the tournament and we are their guests. Please treat the locker rooms as such and make every effort to leave the locker room the way you found it. If you enter a locker room that is extremely dirty or with damage, please notify the rink staff immediately before occupying the locker room. Due to the limited number of locker rooms available and the length of the games, it is imperative that teams quickly undress and exit the locker rooms after games without delay to allow the next teams sufficient time to prepare for the next game.
16. **READY TO GO:** Please have your team dressed and ready to play 10 minutes prior to the scheduled start time of your block.
17. **ENTERING THE PLAYING SURFACE:** All players and coaches are required to wait until the game officials wave the players onto the ice prior to entering the playing surface when entering after an ice cut. Failure to do so will result in a delay of game penalty against the offending team. Due to the unique nature of the off-ice area where the players enter and exit the ice, when teams are coming on for a game and there is not an ice cut between the games, the teams coming on the ice shall enter the ice surface during the post-game handshake and go directly to their bench until the handshake is completed. This will alleviate the congestion in front of the locker rooms.
18. **USA HOCKEY RULES:** Any rule that is not covered in these rules will be subject to the rules of USA Hockey and those of Blue Line Hockey Tournaments. This includes but is not limited to the points system, standings and tie-breakers.
19. Coaches will be required to sign the scoresheet after each game attesting to the accuracy of the final score written on the scoresheet. The scoresheet should be available at the tournament registration table within 5 minutes of the conclusion of the game.
20. **THE MOST IMPORTANT RULE: HAVE FUN!!**