

Blue Line Hockey Tournaments – Official Tournament Game Play Rules



PENALTY BOX REPRESENTATIVE: Each team must provide a representative (1 adult only/team) for their team's penalty box for all games (will be covered during pre-tournament Conference Call). Must have Penalty Box Attendant Access Card.

PLAYING RULES: All games, unless noted in this document, will be played under the auspices of the 2021-2025 USA Hockey Playing Rules.¹
¹Minor penalties will be 1:30 in length for ALL Divisions.

DRESSED AND READY TO PLAY: All games will start no earlier than the scheduled game time. Teams are EXPECTED and ARE RESPONSIBLE for being ready at game time. If one team does not have enough players to officially start the game upon the conclusion of the warm-up, the game clock will begin to run and a minor penalty for delay of game will be assessed to the offending team. An additional minor penalty will be assessed against the offending team for every 3 minutes that the clock runs while the team is unable to start the game. If, at the end of the first period, the offending team is still not able to start the game, the game will be scored a forfeit. The tournament director reserves the right to bypass this rule under extenuating circumstances.

FORFEITS: ALL forfeits are scored as 6-0 in the standings in favor of the non-forfeiting team.

PUCKS: Teams will be required to supply their own pucks for warm-ups. The tournament will supply all game pucks.

STOP CLOCK: All games will be played under the rules of stop time.

RUNNING CLOCK AT 5 GOAL SPREAD: Running time will be played at any time during the 3rd period of any game in which the score differential is 5 goals or more and only during that time, commencing immediately with the scoring of the goal that causes running time. Any time the score differential is 4 goals or less, the clock will revert to stop time, commencing immediately with the scoring of the goal that causes stop time. The on-ice officials will have sole discretion in determining whether to stop the clock during running time situations should a delay occur due to extenuating circumstances (e.g. player injury).

RUNNING CLOCK AT 20 PENALTIES: Once a combined total (both teams) of 20 penalties of any kind have been assessed in any one game, the clock will run during all stoppages of play commencing immediately when the play is stopped for the assessment of the 20th penalty, and for the remainder of that game. If during the last 2 minutes of the 3rd period of such a game the score differential is 2 goals or less, the clock will revert to stop time during the last 2 minutes of the 3rd period while the score differential remains at 2 goals or less. All overtime periods will be played stop time, regardless of the number of penalties assessed during the game. The on-ice officials will have sole discretion in determining whether to stop the clock during running time situations should a delay occur due to extenuating circumstances (e.g. player injury). Championship Games are exempt from this rule.

TIED GAMES: *Round Robin games* that are tied at the end of the 3rd period will remain tied and each team will be awarded a single point in the standings. *9th, 7th, 5th, 3rd, Consolation and Top Seeding Round games* that are tied at the end of the 3rd period will go directly to a sudden-death shootout. Use the same procedures as a Championship Game sudden-death shootout (see below). *Preliminary Playoff, Quarter-Final, Semi-Final and Championship games* that are tied at the end of the 3rd period will play a 10-minute, 4-on-4 (excluding goalies), sudden-death overtime period. The game shall immediately terminate upon the scoring of a goal during the overtime period, and the team scoring the goal shall be declared the winner. Teams shall defend the goal that is furthest from their bench (Switch ends after 3rd period). Neither team may be reduced to less than 4 skaters (4 players or 3 players plus the goalkeeper) at any time during the overtime period due to penalties². If still tied after the overtime period, a 3-man shootout will occur.

²In the instance where a team would normally be required to play two skaters below normal numerical strength due to penalties, man-power strength determination will revert back to 5-on-5 rules (excluding goalies) until the next stoppage of play that occurs once both teams are entitled to at least 4 skaters (excluding goalies).

3-Man Shootout Procedure:

- Teams defend goal closest to their bench.
- All penalized players whose penalties have not expired at the conclusion of the overtime period are not eligible to participate in the shoot-out.
- The team designated as the home team will be given the option to shoot first or second.
- A team must use 3 different shooters in this round of the shootout.
- If the score is still tied at the end of the 3-man shootout, a sudden-death shootout will commence.

Sudden Death Shootout Procedure:

- Each round of the sudden-death shootout will consist of one shooter from each team.
- The sudden-death shootout will continue until one team scores and the other does not, at which point the team scoring the goal will be declared the winner.
- All currently eligible (non-injured, non-penalized) players on a team's roster, up to the number of currently eligible players on the team with fewer eligible players, must shoot once during the entire shootout before any player can shoot a second time in the shootout.

TIE-BREAKERS: Standings Tie-Breakers (once one team or more has been placed at any time during this process, return to Step 1 to break ties of any remaining tied teams). If all teams have not played each other an equal number of times, skip to Step 6:

- 1) Most points earned during Round Robin play in games involving all tied teams*** (Win = 2 Points, Tie = 1 Point, Loss = 0 Points)
- 2) Least games forfeited
- 3) Most Total Wins during Round Robin play in games involving all tied teams***
- 4) Differential* — Subtracting GA from GF in games involving all tied teams***, positions being determined in order of greatest surplus
- 5) Quotient* — Dividing the GF by the GA in games involving all tied teams***, the positions being determined in order of greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no GA and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of GF
- 6) Most periods won — in games involving all tied teams***, points will be awarded for each round robin period won (2 points) and for each round robin period tied (1 point). Positions shall be in the order of highest point total
- 7) Most Total Wins during Round Robin play
- 8) Differential* — Subtracting GA from GF, the positions being determined in order of greatest surplus
- 9) Quotient* — Dividing the GF by the GA, the positions being determined in order of greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no GA and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of GF
- 10) Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total
- 11) The team that scored the quickest** 1st goal of their tournament in games involving all tied teams***
- 12) The team that went the longest** until allowing their 1st goal of their tournament in games involving all tied teams***
- 13) The team that scored the quickest** 1st goal of their tournament (all games)
- 14) The team that went the longest** until allowing their 1st goal of their tournament (all games)
- 15) Lowest total of Majors, Misconducts, Game Misconducts and Match penalties assessed (NOT minutes assessed) in Head-to-Head round robin games only (only if all teams involved in the tie played each other an equal number of times)
- 16) Lowest total of Majors, Misconducts, Game Misconducts and Match penalties assessed (NOT minutes assessed) in all round robin games
- 17) Teams will be assigned ascending numbers alphabetically beginning at 1. 1 ball for each team will be placed in the raffle drum, and the order they are drawn out will be the order of placement from highest to lowest.

*Goal Differential cannot exceed 6 goals for any single game (applied as goals against the winning team in that game plus 6)

**quickest and longest refers to the actual playing time expired from the start of that team's first game of the applicable tournament games

***all teams involved in the tie-breaker must have played each other an equal number of times to apply this tie-breaker

GAME MISCONDUCTS and MATCH PENALTIES: Any player or Team Official assessed a game misconduct must serve the suspension with the team in which the suspension was incurred but remains eligible for games with other teams he/she is rostered on. If the suspension cannot be served during the tournament, the player or team official will not be permitted to further participate in the tournament on any roster. Any player or Team Official assessed a Match Penalty is immediately suspended for the duration of the tournament from all teams he/she is rostered on.

ZERO TOLERANCE: Profanity or excessive taunting will not be tolerated from players, team officials, parents or fans. Spectators guilty of the above will be directed to leave the facility. Climbing on/screaming over the glass at officials, players or coaches is prohibited.

LOCKER ROOMS: Please use the locker room you are assigned for each game. The locker room will be inspected after each use. It is the responsibility of the Coaches, Players and Team Manager(s) to ensure that the assigned locker rooms are kept clean and free of damage. All trash items, including tape, food, drinks and so on, must be removed and placed in the trash receptacles. Please report any issues to the tournament staff before occupying the locker room. Any team found to be responsible for damage to locker rooms will be held financially liable. Blue Line Hockey Tournaments is NOT responsible for any items stolen from the locker rooms. Please do NOT leave any valuables in the locker room during games.

*****IMPORTANT*** START OF GAMES:** Players and team officials are directed to wait until the Zamboni is off the ice, the Zamboni doors are closed, and the on-ice game officials direct the teams onto the ice before going onto the ice. This includes remaining off the boards and the players benches while the Zamboni is still on the ice. Any team that proceeds onto the ice prior to being directed to do so by the on-ice game officials will be assessed a minor penalty for delay of game.

HANDSHAKE: Handshakes are conducted prior to the game. After the warm-up, teams will pick up their pucks, then will proceed to the handshake line. After the handshake, they may proceed to their benches then place the starting line up on the ice to begin the game.

JERSEYS: All teams should have 2 sets of jerseys, a home (light colored) set and an away (dark colored) set. Home team wears the light color unless the away team only has light, in which the home team will switch to dark and vice versa.

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