

Fort Collins Pond Hockey Association
Beaver Cup and Colorado Women's Pond Hockey Classic
2019 Official Tournament Rules

1.0 Players

- 1.1 The tournament is open to all eligible players regardless of ability.
- 1.2 All participants must be between 21 and 99+ years of age by the start date of the tournament.
- 1.3 All players must complete and sign a registration form and pay all fees before participation in the tournament is allowed.
- 1.4 All players must be USA Hockey registered and provided their USA Hockey number during registration.
- 1.5 A valid driver's license or other approved ID must be shown at the tournament check-in prior to the start of each player's first game. We recommend that all players be at the rinks at least thirty minutes prior to their first game for check-in.

2.0 Equipment

- 2.1 All players must wear hockey skates. No goalie sticks or goalie equipment is allowed, with the exception of goalie skates.
- 2.2 Women's Classic: Each player must wear a helmet with a chin strap.
- 2.3 Beaver Cup: Helmets are strongly encouraged.
- 2.4 Protective equipment is encouraged. Natural ice conditions are variable and cracks and rough ice are normal. Shin guards, elbow pads, and hockey gloves are encouraged. Injured players will not be replaced on the team's roster.
- 2.5 Each player must supply a solid color light and a dark sweater.

3.0 Teams

- 3.1 There may be 4 or 5 players on each team (captain's option). Once tournament games have begun, there will be no player trades, or reassignment. Players injured, sick, ejected, or otherwise unable to play will not be replaced on the team's roster.
- 3.2 Team Formation

This is an open competition tournament; however, divisions may be formed at the discretion of the Tournament Director prior to the start of the tournament. It is the goal of the tournament to have as fun and as competitive games as possible. Players form their own 4 or 5 person teams. Team/player registration must be completed on the NOCO Pond Hockey website.

3.3 "Free Agents"

It is a goal of the tournament to provide the opportunity to play pond hockey to as many individuals as possible. Players who want to play but do not have a full team may submit their information via the website. Every effort will be made to find each "Free Agent" a team to play for.

4.0 Tournament Format

- 4.1 Two days of tournament play will be scheduled for the Women's Classic and a three day tournament will be scheduled for the Beaver Cup. The Tournament Director reserves the right to change the format of the tournament prior to the start of the first game in order to ensure fun and competitive games for all. Games will be scheduled as follows:

- 4.1.1 Women's Classic: Each team will play 3 games on Day 1. Beaver Cup: Each team will play 2 games on Day 1.
- 4.1.2 The first game will be scheduled by random draw. Subsequent games will be scheduled with winning teams playing winning teams and losing teams playing losing teams as the day progresses. Team captains are responsible for getting their team on the correct rink at the scheduled start time.
- 4.1.3 Each team will play 2 games on Day 2. The first game will be scheduled based on the standing from the previous day. Winning teams from the first round of games on Day 2 will advance to a single elimination bracket and play for the tournament cup. Losing teams from the first round of games on Day 2 will play a final consolation game.
- 4.1.4 Teams will be seeded on the Day 2 based upon record (points). It is anticipated tie breaking rules will be needed to determine proper seeding. Tie breaking rules will be as follows:
 - 1. Record (Points)
 - 2. Goal differential (up to +/- 10 per game, see below)
 - 3. Fewest goals allowed
 - 4. Puck flip

Note: Goal differential is defined as goals scored less goals allowed, up to +/- 10 goals per game. This tie breaker provides incentive to score goals, but there is no advantage to run up the score by more than 10 on an opponent. The next tie breaker is fewest goals allowed, so a team is in a stronger position to prevent goals than to score more than 10 more than their opponent.

4.2 Game Winner

- 4.2.1 The game winner will be the team with the most goals at the end of play. Each game must end with a winner. Points awarded for each game are as follows:

3 points: Win in regulation

2 points: Win in overtime

1 point: Loss in overtime

0 point: Loss in regulation

- 4.2.2 Tied games at the end of regulation on Day 1 will proceed immediately (after a 1 minute break) to sudden death overtime. Each team will defend the goal they defended in the 2nd half. The Home team will start with the puck in the sudden death overtime period. The first team to score a goal during sudden death overtime wins the game.
- 4.2.3 Tied games at the end of regulation on Day 2 will proceed immediately (after a 1 minute break) to a 5 minute overtime period consisting of regular play (not sudden death). Each team will defend the goal they defended in the 2nd half throughout any overtime play. The Home team will start with the puck in the first overtime period. If still tied at the end of the first overtime period, the game will immediately proceed (after a 1 minute break) to sudden death overtime. The Visiting team will start with the puck during the sudden death overtime period. The first team to score a goal during sudden death overtime wins the game.

4.3 Tournament Champion

- 5.0 The Tournament Champion will be the team that wins the final game of the single elimination bracket on the last day of the tournament.

6.0 Game Format

6.1 General Rules

- 6.1.1 Pond hockey is a game of honor. **Players are expected to police each other, to know and honor the rules of the game. The Tournament Director and Head Monitor expect spirited, competitive play with a minimum of intervention by the Rink Monitor(s).** Players must play the puck, not the opponents' body. Players consistently violating the rules of the game will be assessed a Major Penalty (see Article 6.0).
- 6.1.2 **A helmet with a chin strap is required for the Women's Classic.** It is strongly encouraged for the Beaver Cup. Gloves, elbow pads and shin guards are strongly recommended. Cages or visors on helmets are recommended but optional. Any action that endangers the player, or the player's opponent may be assessed a penalty. Examples include high sticking, slap shots, high passes (above the waist), and playing recklessly or out of control. A player may not lay their stick shaft or body on the ice to block a pass or a shot.

6.2 Game Duration and Format

- 6.2.1 Each game will consist of two, 15 minute, running clock halves. A 5 minute warmup and a 5 minute half time intermission will be observed. Each game will be 4 on 4 formats with one substitute player if the team prefers.
- 6.2.2 There is no minimum number of players. Teams may play "short-handed" in case of lateness, injury, sickness, or ejection. However, if a team delays a game, the game clock will start and the non-offending team will be awarded 1 goal for each minute the offending team delays the game. Should the offending team start playing at any time during the first half the game will start at that point with the offending team down the appropriate deficit. If the offending team is not able to play by the end of the first half, the game shall be declared a forfeit and the non-offending team will be awarded a 10-0 victory
- 6.2.3 The Home team will wear light sweaters and will start the game with the puck and choose which goal to defend first. Teams will exchange ends at half time. The Visiting Team will wear dark sweaters and start the 2nd half with the puck.

7.0

7.1 Game Play

- 7.1.1 General hockey rules and strategy are to be observed. No slapshots are allowed. No checking is allowed. Shooting or passing the puck above the knees is not allowed (saucer passes below the waist are allowed). Contacting the puck with a stick above the waist is a not allowed.
- 7.1.2 There is no offsides or icing.
- 7.1.3 Pucks stuck in the "boards" or snow bank will be dug out and immediately returned to play by either team.
- 7.1.4 Should the puck leave the playing surface over the SIDE line, the team that last touches the puck losses possession. The restart will be closest to where the puck left the playing surface.
- 7.1.5 If the puck leaves the playing surface over the END line the defensive team restarts the puck, no matter which team touches the puck last. The restart will be from the nearest corner from where the puck goes over the end line.
- 7.1.6 A team that intentionally propels or deflects the puck out of bounds, may be assessed a minor penalty for Delay of Game at the discretion of the Rink Monitor(s).

- 7.1.7 If a player loses their helmet at any time during play, play will be stopped immediately. A puck restart will occur with puck possession going to the opposing team.
- 7.2 Dead Puck
- 8.0 At any time the monitor can call “Dead Puck”. At this point the game is stopped and the puck will be turned over to the Defensive team. A Dead Puck call will be used mostly when the puck is in the end boards and there are 3 or more players bunched up with little movement of the puck. However it can be called at any time with the monitor discretion.
- 8.1 Player Substitution
- 9.0 Teams may have 4 or 5 team members on their rosters. Substitutions can be made on-the-fly anytime during the game. Substitutions must be made at the designated area of the rink (typically to the left and right side of the monitor). Players must touch sticks before the substitute player may enter the playing surface with either skate. Players entering the ice early are subject to a penalty and a goal awarded the opposing team.
- 9.1 Goal Scoring
- 10.0 A goal is scored whenever the puck legally completely passes through the goal mouth. A goal must be scored from the attacking half of the rink, and may be last touched by either team. The puck must be propelled by the blade of the stick or deflected off of a player’s skate or body. Pucks may not be intentionally kicked into the goal by the attacking team.
- 10.1 Goal Defending
- 10.1.1 No goaltending is allowed. Goaltending is defined as acting as a “goaltender” instead of a defender. No player may defend a goal within the “crease”, unless actively defending an offensive player that is in or adjacent to the crease. The crease is defined as a 4 foot box extending to both sides and the front of goal. The area may be defined by orange paint.
- 10.1.2 Goals may be defended by blocking an opponent’s shot with the stick blade or skate blade. Players may not lay their stick shaft, drop to their knees, or lay their body on the ice to attempt to prevent a goal. If the player or the player’s equipment falls upon the ice, the player must get up or retrieve their equipment immediately to avoid a delay of game penalty.
- 10.1.3 Players must not “glove” a puck below the knees. A gloved puck above the knees must be immediately dropped and returned to play. A player gloving a puck below the knees or closing their hand upon a puck that is on the ice will result in a delay of game penalty.
- 10.2 Puck Restart
- 10.2.1 The puck is restarted anytime a goal is scored, the puck is returned after leaving the playing surface, or after a penalty or turnover is awarded.
- 10.2.2 Neither team is allowed to delay the restart of the puck. A delay of game penalty will be called on any team deliberately delaying the restart of the puck.
- 10.2.3 Scoring teams must give their opponents ½ ice after a goal is scored to avoid a delay of game penalty. The team restarting the puck after a goal must advance the puck in a timely manner to avoid a delay of game penalty.
- 10.2.4 For a puck restart after a penalty/turnover or after the puck leaves the playing surface, the defender must give their opponent 1 stick length of space during the restart.
- 10.3 Ice Scraping and Shoveling

- 10.3.1 After the completion of every game, each team will shovel/scrape one half of the rink. The only exception is the single elimination games, in which the losing team will shovel/scrape the entire ice.
- 10.3.2 In the event of snow fall, it is the responsibility of ALL tournament players to help clear the rinks before, during, and after games.**

11.0 Penalties and Turnovers

- 11.1 Penalties and turnovers will be called for rule infractions. All calls made by the Rink Monitor(s) are final. Turnovers result in award of the puck to the opposing team. Minor Penalties will result in a goal awarded to the opposing team as well as possession of the puck to the opposing team. Major Penalties result in a goal awarded to the opposing team, possession of the puck to the opposing team, and ejection of the player committing the infraction for the game or tournament, at the discretion of the Head Monitor.
- 11.2 Turnovers include: High passes or shots (above the waist), sticks rising above the knees while taking a shot or making a pass, high sticking of the puck, hand pass of any kind, attacking the opposing team after a goal before the puck reaches half-ice and similar infractions. Any turnover can result in a Minor Penalty for multiple infractions at the discretion of the Rink Monitor(s). Play will commence immediately after the turnover with a puck restart
- 11.3 Minor Penalties include: Consistent high passes or shots, illegal touching of the puck (including gloving a puck below the knees or dropping to the ice to prevent a goal), checking, tripping, hooking, too many players on the ice, delay of game, dangerous stick play, and similar infractions. Minor penalties will be announced, with the Rink Monitor(s) awarding a goal and puck possession to the non-penalized team. Play will commence immediately after the Minor Penalty with a puck restart.
- 11.4 Major Penalties include any action that could possibly injure another player (including slap shots), abuse of another player on either team, or abuse of the Rink Monitor(s) or other Tournament Official(s). Abuse includes making threats, yelling, swearing, or arguing about calls. In addition to a goal awarded and loss of puck possession, Major Penalties result in immediate ejection from the game and the following game. The team of the ejected player will skate a player down (3 skaters on the ice) for the remainder of the game, and for the next game. Two major penalties received by any player will result in ejection from the tournament without refund. Fighting results in an automatic Major Penalty. The Head Monitor can review any Major Penalty and eject the offending player from the tournament without refund at their discretion.

12.0 Officials

- 12.1 Rink Monitor
- 13.0 There will be at least one Rink Monitor assigned to each game. The Rink Monitor(s) will be the only and final arbiter of scoring, puck restart, penalties and infractions. Rink Monitor duties include administering the game, recording scoring and Major Penalties, and enforcing the rules of the game. This is a Players' Tournament, so Rink Monitors will be from teams that are not playing in the game.
- 13.1 Tournament Officials
- 14.0 There will be 3 tournament officials who will have the final say regarding tournament format, and any change to the official rules. These are the Tournament Director, the Head Monitor, and the Director of Player Safety. **Rules and format will only be**

changed to benefit the tournament or in case of hazardous weather or ice conditions. Changes in games or tournament format will not result in refunds to players. All decisions will be final.