



2019 Intramural Hockey Tournament Rules

1. General rules

- No body checking. Body contact will be a judgment call of the referee.
 - Each game will consist of three 8-minute, stop-time periods.
 - Come prepared. Game will commence after a minimum 3-minute warmup.
 - Minor penalties will be 2 minutes in length. Major penalties will be 5 minutes in length.
 - If a player is assessed 3 minor penalties in one game, he will receive a tournament suspension.
 - If a player is assessed a major penalty, he will receive a tournament suspension.
 - A fighting penalty is deemed to be a major penalty.
 - If a player is assessed an "intent to injure" penalty, he will receive a tournament suspension.
 - There is no red line. Therefore, 2-line passes are allowed.
 - No time outs may be called in round-robin games. Each team may call one 2-minute timeout in a playoff game.
 - Quick Face-Off Rule – After a stoppage in play, the referee will drop the puck within 20 seconds, regardless of the readiness of either team.
 - Before each game, all players should remain off the ice until the zamboni doors are closed. Players may never step on the ice without wearing a helmet.
 - Each team may only play with the players assigned to their team by the league organizers. Players (including goalies) may not be borrowed from other teams. (In the case of a goalie injury, teams may petition the Tournament Organizer for an exception.)
 - Players must wear their official team jersey.
 - Players must have full equipment, including shoulder pads, full-face mask or full-face visor, and neck guard.
- Players found to be missing proper equipment will be assessed a delay-of-game minor penalty.**
- A player must play in three round-robin games to be eligible for a playoff game.
 - Swearing is never permitted.
 - All decisions made by the referees will be considered final. Any heckling or harassing of the referee may result in a tournament suspension.

Note: If the tournament is deemed to be too far behind schedule, the length of playoff games may be shortened. The length of the game will be announced before the game begins.

The interpretation of these rules by the Tournament Organizers shall be considered final.

2. Referees will officiate all games

Referees maintain the right to remove any equipment from any game that may be deemed a danger to any player, team official or any game official.

3. Tie-breaking rules for pool play

In the case of a tie in the standings between two or more teams at the end of round-robin play, the following tie-breakers will be used. Note that these tie-breakers are ranked according to priority:

1. Head-to-head game results.
2. Best goal differential (goals scored minus goals against, 4 goal max per game) among the teams that are tied.
3. Least goals scored against.
4. Flip a coin.

Important: In the case of a three-way tie among teams at the end of round-robin play, the above tie-breakers will be used to break the tie among the three teams. The tie between the two remaining teams will then be broken by re-applying the tie-breaking rules, starting with rule #1.

4. Overtime rules

Round-robin games go straight to a shootout. Play-off games first play an overtime period, and then, if necessary, a shootout.

Overtime Period

- If a play-off game is tied after regulation time, an overtime period will be played:
- a. Overtime period is 5 minutes stop-time.
 - b. Teams will ice 4 skaters and one goalie.
 - c. Teams incurring a penalty will play shorthanded (4 on 3).
 - d. Teams incurring an additional penalty before the first penalty expires will play shorthanded and the opposing team will add a player (5 on 3).

Shootout

- If a game is tied after a round-robin game, or after a play-off game overtime period, a shootout will take place:
- a. Before the shootout begins, both teams will present the referee with a list of 3 shooters.
 - b. Each team will alternate shooting 3 players. If one team scores more than the other during the 3-man shootout, they are declared the winner.
 - d. If a tie still remains, each team will alternate shooting 1 player until the tie is broken. A team may not use the same player twice during the shootout before all players have been used (including goalies).