

# HEARTHWOOD SERIES CUP RULES

## **Gameplay:**

1. Each team must have a minimum of 5 but may have a max of 10 players on its roster. **(Extra fee applies to teams larger than 7 total players)**
2. Games may be started or completed with only 4 players, but not with 3 players (result is an automatic forfeit). Games are played until time is up, until one team wins via mercy rule, or when the first team reaches 15.
3. Teams will be placed in groups based on information provided at time of registration. Organizers will make every effort to place teams in groups with players of same age/skill. There may occasionally be challenges associated with doing so and no guarantees can be made.
4. No roster substitutions are allowed 48 hours prior to the first scheduled game. Some roster changes may be permitted prior to the team's first scheduled game, but it is up to the discretion of Hearthwood Series Cup staff to approve any player changes / additions.
5. **All players must carry ID during Check-in and throughout the event (photo ID for players 16 and older, and birth certificates for players 15 and under).** Officials reserve the right to check ID at any time throughout the event and to disqualify players and/or their entire team for not carrying ID, for submission of false information, use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind.
6. **All players must sign a waiver during checkin prior to playing their first scheduled game. Players under the age of 18 must have a parent/guardian sign the waiver to allow their child to participate.**
7. All players must individually sign the score sheet before each game.
8. All games will be played 4on4, plus the goaltender (i.e. 4 out players plus one goalie on the street at all times). A team may play without a goaltender, if it chooses to do so, at any time during the match.
9. Games and halves will begin with a faceoff.
10. The ball will change possession after every goal scored.
11. During play, alternates can substitute as teams deem necessary and/or 'on the fly'. No stoppage in play is necessary to make substitutions.
12. There can be no goal changes made during games, except in the case of injury. If a goalie leaves a game due to injury, he/she cannot return to the game in an "out" position.
13. When the ball is covered by the goaltender, the defending team gets possession of the ball behind their net. The other team must give the team with the ball 10 ft of space to make a play. The team with possession is given 5 seconds to put the ball in play.

## **When a ball leaves play:**

14. If the ball leaves play at either side of the rink or over backdrop, the team that the ball did not go off of receives possession at the spot where the ball left play. The referee will determine which team should have possession. Again that team is given 10 ft of space and 5 seconds of time to make a play. Sidewalks may or may not be considered in play depending on the discretion of the referee and as explained prior to each game. Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!) **If the referee cannot determine who touched the ball prior to exiting the field of play, the defense will be awarded possession.**

### **After a goal is scored:**

15. There is no faceoff. The team that was scored on gets possession and may execute play immediately. They also must execute play (cross the “centre line”) within 10 seconds. If they fail to do so, the other team may approach.
16. The team that just scored must always clear and cannot cross the centerline until the ball, or an offensive player, crosses that line (or the 10 second rule expires).
17. However, during the final 2 minutes of play, the team that just scored must still (in its entirety) clear half –but after so doing may then encroach immediately. The purpose of this rule is to avoid stalling by the team who was scored on and to intensify the final minutes of each game.

### **Game Time Schedule:**

18. Teams will be given a 2minute warmup before each game.
19. 5minute forfeit allowance will be strictly enforced.
20. Games will be 22 minutes in length (Two – 10 minute halves, running time, separated by a 90 second halftime break). The last minute of the game will be stop time.
21. A mercy rule will be in effect if one team leads the other by a 10 goal margin at any point during the second half of the game.
22. Each team will be allowed one (1), 30second timeout per game. (Must have Possession)

### **Penalties:**

23. There is no slashing, hooking tripping, crosschecking, high sticking, or inappropriate stick work of any kind. Doing so shall result in a penalty shot for the other team. More serious offenses, including, spearing and/or butt-ending, will result in an individual being immediately removed from a tournament.
24. Fighting is unacceptable and will always result in the individual being removed from tournament. From an organizer’s standpoint, fighting is defined as one punch. The public setting of these events means that fighting may also have legal ramifications.
25. There shall be no pushing, shoving, checking, or roughhousing of any kind. Doing so shall result in at least a penalty shot for the other team, but may be punished more severely according to the discretion of the referee and/or tournament supervisor.
26. There shall be no stalling. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.
27. Any player that gets penalized two times during one game for incidents mentioned above will be disqualified from participating in the remainder of that game. The player in question may be subject to more serious punishment (i.e. ejection from the tournament), if the Tournament Supervisor deems necessary. In addition, the entire team may be removed from the tournament based on the questionable actions of one team member.
28. Slapshots are defined as any shot that involves a wind up that begins above the shooter’s waist. If a participant intentionally and knowingly takes a slap shot, the opposing team will be awarded a penalty shot.

### ***Penalties awarded as a result of slapshots being taken do not count against the two penalties and you are out rule.***

29. Slapshots will be permitted ONLY in the adult division when the player is on their own side of half.

30. Any contact made with the ball when the stick is above the crossbar will be penalized with a penalty shot. Penalties awarded as a result of making contact with the ball with a high stick also do not count against the two penalties and you are out rule.

31. The result of all penalties is a penalty shot awarded to the other team. Penalty shots are taken immediately after an infraction, and are taken with the ball being placed at center ice according to breakaway type format.

32. For penalty shots, the ball is dead after the shot or at the conclusion of forward progress. Possession is always given to the defending team regardless of the outcome of the shot. Any individual can take all penalty shots for a team if it so chooses (i.e. the shot does not have to be taken by the player that was infringed).

### **Shoot Outs:**

33. If the game reaches the set time limit in a tie, the teams will go into a shootout to determine the winner.

34. Each team will nominate 3 players from their own team to participate in the shootout. Each of these shooters will be given one breakaway on the opposing goaltender. The team with the most goals at the end of the shootout will be declared the winner.

35. If the score remains tied after the initial shootout round, the shootout will move to sudden death format (note this rule change from years past). In the sudden death shootout, the same 3 players must shoot in the same order as they did during the initial shootout round.

36. Sudden death shoot out rounds continue until a winner is declared.

### **Equipment Requirements:**

**(Teams are required to provide own balls for warm-ups)**

37. Goaltenders should bring their own goaltender equipment. The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team. If pads are found to be illegal, the pads are banned from the event, and a penalty shot is awarded to the opposing team. If the pads are found to be legal, a penalty shot is awarded against the team who requested measurement, for delay of game.

38. Sticks and running shoes will NOT be provided and are required by all participants. All sticks are subject to examination by the referee prior to each game. Any type of stick (wood, graphite, plastic blade, etc.) can be used, but if the stick is chipped, sharp, or deemed potentially dangerous at any time before or during game action, its use will not be allowed.

39. Some form of eye protection (either masks or goggles strapped around the head) is REQUIRED for all participants age 13 and under. Such protection must cover the entire eye, and is subject to examination / approval of the referee and/or tournament supervisor.

40. Gloves, helmets, eye protection, jocks, mouth guards and shin guards are STRONGLY ENCOURAGED FOR ALL PARTICIPANTS, but are not mandatory.

### **Rain Plan (if necessary):**

41. The Hearthwood Series Cup **will proceed rain or shine** except under conditions of severe weather systems.

42. Under the threat of such circumstances, all teams should report to an event organizers who will proceed to direct teams and captains.

43. Remaining scheduled games will be abbreviated, or a new schedule may be made to proceed..

44. Games will be played until 10 goals or 15 minutes, without halftime or any significant warmup. At the end of the 15minute period, the team that is ahead is declared the winner. If a game reaches the time limit in a tie, the teams will go into a shootout to determine the winner.
45. All teams must stay near their rink at all times, as games will be played in rotation and will progress quickly. If a Team is not present at the time an official calls for the game, the absent team(s) will risk forfeiture.
46. Be sure to come to the event prepared for any kind of weather!

**Other Rules:**

47. Unless otherwise notified, all printed schedules are operative only through the first game for all teams. After that, each team is advised to check the Master Scoreboard for all schedules, times, rinks, revisions, and other important information. We reserve the right to reduce the number of games or shorten games in the case of inclement weather or any other unforeseen circumstances. Be aware that if you choose to leave the event site, you might miss out on important event related / scheduling information.
48. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may reenter the game.
49. Please go out there and just have fun!

**Playoff Information:**

50. TBD based on entries into the tournament (either group play or tournament style playoffs)
51. Tie Breaker Rules are as follows (Points, Wins, Goal Differential, Head to Head record).
52. Playoff Times on schedule may be adjusted day of the tournament.