

THE TOURNAMENT RULES

Gameplay

1. Each team must have at least 4 players and a maximum of 8 players registered. Players must be 16 years old or more. Mixed teams are accepted (men and women).
2. Games may be played with 3 players, but not with 2 players or less (automatic disqualification of the team).
3. According to the number of teams, the tournament format could change. However, each team will play a minimum of 3 games spread throughout the day. Semifinals and final will be played late Saturday. Register your team by completing the form online at www.hockeysubzero.com
4. It will be possible to add players to your roster before the registration deadline (February 13, 2017). Tip; plan substitute players.
5. All games will be played 4 vs 4 (without a goalkeeper). The goal is a wooden box, sizes four feet wide by six inches in height.
6. The elevated passes will be tolerated to a maximum height of the player's ankle. There will be a penalty if this regulation is not respected.
7. Games and periods begin with a face-off.
8. Puck possession will change team after each goal.
9. During the game, change-ups are tolerated in action. Breaks are not necessary to make the changes. However the teams must be careful not to create a penalty with too many players on the ice during changes in action.

10. When the puck leaves the ice:

If the puck jumps over the board after touching the OFFENSIVE TEAM:

The defensive team gets the puck behind their goal. The opposing team must give at least 3 meters of space. The team with puck possession will have 5 seconds to put the puck back in the game.

If the puck jumps over the board after touching the DEFENSIVE TEAM:

The offensive team gets the puck to the place closest to the output. The opposing team must give at least 3 meters of space. The team with puck possession will have 5 seconds to put the puck back in the game.

If the puck left the ice in the neutral zone:

The team who touched the puck before its release will get puck possession. The opposing team must give at least 3 meters of space. The team with puck possession will have 5 seconds to put the puck back in the game.

Time

11. Teams will have 3 minutes to warm-up before each game.

12. A team will have 10 minutes to show up, otherwise they will be disqualified.

13. Games will be 30 minutes of time (2 periods of 15 minutes, continuous time, with intermissions of 1 minute between each period).

Penalties

14. No slashing, hooking, tripping, cross-checking, high sticking, or any use of the stick in an inappropriate way will be tolerated. In case of an offense, a penalty shot will be awarded to the opposing team. If other more serious offenses such as hurling or "6 inches" will occur, the offending player will **immediately be expelled from the tournament**. Considering that the Subzero outdoor hockey tournament will take place in a public place, the players at fault could face legal charges.

15. Fighting is unacceptable and the players involved in a fight will be expelled for life of the tournament. Fighting is defined by a punch. Once again, considering that Subzero outdoor hockey tournament will take place in a public place, the players at fault could face legal charges.

16. No pushing, shoving or failure of any kind will be tolerated. These offenses will result in at least a penalty shot for the opposing team and could be punished severely according to the decision of the referee and supervisors of the tournament.

17. No delay of game will be tolerated. Delays will be decided at the discretion of the referee. A delay will result in a penalty shot for the opposing team.

18. Any player who will be penalized 3 times in a game for the above offenses will be ejected from the game. The team will have to play with a player missing (4 out of 5 - as a red card in soccer). The player will also be exposed to more severe sanctions (expulsion from the tournament), if the tournament supervisors judge it's necessary. And the team is also risking expulsion by the wrongful actions of a player on their team.

19. If a player touches the puck while his team has too many players on the ice, a penalty of "too many players" will be called and a penalty shot will be given to the opposing team. The player must get out of the rink before a change can be carried out. A penalty of "too many players" does not apply to the resolution of expulsion after 3 penalties in a game.

20. No slapshot is allowed during the tournament games. A player's stick blade should in no case (shot or pass) go higher than the ankle.

A slapshot is defined by any shot that causes a player's stick blade to lift high. If a player intentionally does a slapshot, there will be a penalty shot for the opposing team. A "slapshot" penalty does not apply to the resolution of expulsion after 3 penalties in a game.

21. Puck contact with the stick above the crossbar will be penalized by a penalty shot awarded to the opposing team. A high-sticking penalty does not apply to the resolution of expulsion after 3 penalties in a game.

Round Robin

24. Each team will play a minimum of 3 games. Each division standings will be determined by the score of wins, ties and losses. 2 points for a win, 1 point for a tie and no points for a loss. In case of a tie, the standings will be resolved by a) best goals for/goals against differential, b) game result between the two tied teams, c) the number of goals for, d) the least goals against.

Playoffs

25. If a game is tied after 30 minutes of play, there will be a 5 minutes overtime. The game ends as soon as a team scores a goal. If the tie continues, there will be a shootout to determine the winner.

26. Each team will have to call out 3 players to participate in the shootout. Each player will be awarded a penalty shot. The team with the most goals will win.

27. If the score is still tied after the first three rounds, the shootout will continue in "sudden death" (as in the NHL). All players on the team must go in the shootout before a player returns twice.

Equipment required

28. The following equipment is the player's responsibility:
Knee pads, gloves, jockstrap, and helmet are recommended for everyone.

29. An eye protection (visor, full face) is RECOMMENDED for all players. Hockey Subzero is not responsible for any injuries (eye, head or body) and it's at the player's discretion for the equipment that he will wear at the tournament.

30. Teams are responsible for providing their jersey and its color should be mentioned in the registration form.

Other regulations

31. Printed schedules are the reference for teams' first game time. After this first game, each team is advised to check the official scoreboard for all time changes and other important information. We reserve ourselves the right to change the number of games, change the time of the games in case of drastic change in weather or other unforeseen circumstances. Please

be advised that if you choose to leave the event's site, you may miss important communications.

32. A player who suffered a bleeding wound must leave the game. Once the bleeding is controlled, it may be reinstated. First aid will be present for all injuries.

Participation fees

33. The tournament's participation fee is \$350 for the team. The registration deadline is **February 13, 2017**.

Cancellation policy

34. If a team wishes to cancel their registration to the tournament, they must contact SUBZERO Hockey before February 13, 2017. After this date, registration fees are non-refundable.

Bad weather

35. Subzero Outdoor Hockey Tournament will take place under the snow or Sun. It will only be interrupted under **extreme** weather conditions.

If the weather makes the ice unplayable, the administration of the tournament will warn the teams to a postponed date.

Get ready for all kinds of weather.

For details visit www.hockeysubzero.com

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