



## 2019 RULES AND REGULATIONS

### Format

1. Team Rosters – each team can make changes to their roster up until **May 1, 2019 – 12:00pm** (Hong Kong time). No changes will be accepted after the deadline.
2. All Divisions will play 3 X 15-minute periods running time with a 3-minute warm up.
3. Any playing rules not covered in the Rules and Regulations will be under the 2018-2022 International Ice Hockey Federation (IIHF) rulebook.
4. Each team is allowed one 30-second time out per game.
5. If a preliminary round robin game is tied at the end of regulation, a 3-minute overtime will be played – 3 on 3. If no goal is scored in overtime, the game will result in a tie – each team will be credited with 1 point. Teams will switch ends in overtime.
6. If a playoff game is tied at the end of regulation, there will be a 5-minute running time sudden death overtime period - played 3 on 3. If no goal is scored in the 5 minutes of overtime, there will be a 3-player shoot-out to determine the winner, except in the final, where a second 5-minute overtime will be played. Teams will switch ends in overtime. The 'Home' team will choose to shoot first or second. The team that scores the most goals in their three shots will be determined the winner. If still tied, single shots will take place until there is a winner.
  - a. If still tied after three shots, the order will reverse. (A-B A-B A-B; B-A B-A B-A)
  - b. A team may re-use the same player after the 3 shots are taken.
  - c. Goalies will defend the goal at the end of their team's bench.
7. Standings for the playoff round of the tournament are based on the results of the preliminary games. The standings will be determined by –
  - a. Most Points (2 points for a win, 1 for a tie or overtime loss)
  - b. Most Wins
  - c. Ties vs Overtime Loss (The team with more ties than OTL)
  - d. Head to head record (If more than 2 teams, then the next tie breaker is used)
  - e. Least Goals against
  - f. Least Penalty minutes
  - g. Higher Goal Difference
  - h. Puck toss
8. If the game is tied or there is a TWO goal or less difference in the last two minutes of a game, the last two minutes will be stop time. Situations in the last 2 minutes of the third period –

- a. Should there be a 3-goal difference and the team that is trailing score to close within 2 goals, the time shall be stopped.
- b. Should the team that is leading by 2 goals scores to extend the lead to 3 goals, time will still stop but will continue to run on the ensuing face off.
- c. In overtime – the last minute will be stop time.

9. Penalties –

- a. Minor penalties shall be 2 minutes and Major penalties shall be 5 minutes plus a game misconduct.
- b. Any player who has their penalty expire during a stoppage in play will only be allowed onto the ice once the following faceoff has been taken.
- c. Teams will play 4 on 4 when there are coincidental penalties.

10. Any player who receives a 10-minute misconduct for Abuse of Officials in the final 5 minutes of the 3<sup>rd</sup> period, overtime, shootout or after the game, will be suspended for their next game, upon the review of the Referee Supervisor

- a. Any coach or team official who is ejected in the final 5 minutes of the 3<sup>rd</sup> period, overtime or shootout, will be suspended for his next game or more.

11. If 4 minor penalties are accumulated in a game, the player will automatically receive a game ejection. The player may play in their teams next game.

12. Any major penalties may result in the player receiving an automatic game suspension for their next game, upon the review of the Referee Supervisor.

13. Fighting is an automatic ejection from the tournament. The referees will determine what constitutes fighting.

14. All Match penalties will be reviewed and further suspensions will be handed out by the Referee Supervisor and the Tournament Director.

15. Any physical or verbal abuse to any officials, on or off ice, will be an immediate ejection from the tournament. Any parent or guardian involved will result in an immediate ejection for the player. Further disciplinary actions maybe taken towards the offender.

16. Delayed offsides are in effect. The attacking team can clear the zone to clear a delayed offside.

17. Pucks that are shot out from the defensive zone, directly out of the playing surface over the glass (except into the player's bench) will result in a delay of game penalty.

18. Hybrid icing will be called for all games. The icing team is NOT allowed to change players.

19. Any type of hooking, holding, interference or anything which impedes the speed of the opposing player will be called.

20. Any team that refuse to start play or leaves the ice surface without completion of the game for any reason, will be disqualified from the tournament. The team will also not be invited to any future tournaments until further notice.

21. A maximum of 2 coaches with a valid Coach ID Pass from each team are allowed on the player's bench. If a team requires 3 coaches, they can request permission from the Organizer.

22. No photographers or video crew are allowed on the benches unless appointed by the Organizer.
- 23. All players must check in prior to their first game and must have proof of age with a valid passport or travel document. Players MUST have their passes with them at every game. Players can not play in any games without their passes.**
- a. We will NOT entertain any requests to do re-checks during the tournament. Once the passes are done and validated, it will be final.
  - b. **All players MUST have neck guards and full cage or full visor.** Any players without the equipment list above, will not be allowed to play.
  - c. Mouth guards are not mandatory but highly recommended.
  - d. Anyone found intimidating, threatening or disturbing other players, parents, team officials or anyone else associated with the tournament will be asked to leave the rink area and the authorities maybe called.
  - e. A player or goalie can not ‘purposely’ lie across the goal net. After the first warning, a penalty will be issued. A second warning will result in an automatic goal. A third warning will result in a forfeit.
  - f. Only Coaches with a Tournament ID Badge will be allowed at the benches.
  - g. Only registered Coaches or the organizer or head of the club are permitted to discuss matters with the Organizers with regards to the rules and regulations.
- 24. All scheduled games must be played. In the event that a team does not show up, does not use their best efforts to win a game or forfeit a game, the Referee in Chief and/or the Organizers reserves the right from disqualifying them from further games.**
25. Anyone who negligently damages any property while at the rink or mall will be held responsible. For example, if a player slams his/her stick on the glass and breaks it, they will be held responsible.
- 26. NO SMOKING in all areas inside the rink and mall areas. Rink staff and organizers will call the authorities if this is not followed.**
27. Communication – only the coaches and or the team manager can discuss matters with the Tournament Director.
28. The Organizers reserves the right to reschedule any games if needed.
29. Score Clock – ONLY the Referees are allowed to stop the clock.
30. Any other clarifications or disputes will be handled by the Tournament Director.
31. The Tournament Director will have final say in all matters.

**Keith Fong**  
**Tournament Director**