



May 25-27. 2023 Rules & Regulations

Tournament Format

1. Team Rosters – each team can make changes to their roster up until **Wednesday, May 24 – 12:00pm** (Hong Kong time). No changes will be accepted after the deadline unless authorized by the Tournament Director.
2. Youth and Division 2 will play 3 X 13-minute periods running time with a 2-minute warm up. The Super Series Division 1 will play 3 X 20-minute periods running time with a 3-minute warm up.
NOTE – No Players are allowed on the ice during the ice resurfacing
3. During round robin play, the point system is as follows;
 - a. 2 points for a regulation win
 - b. 2 points for an overtime win
 - c. 1 point for a tie or overtime loss
 - d. 0 points for a regulation loss
4. **Round Robin**: If the game is tied at the end of regulation, a 3-minute overtime will be played. Teams will play 3 on 3. If no goal is scored the game will result in a tie.
5. **Bronze Medal**: If the game is tied at the end of regulation, a 5-minute overtime will be played. Teams will play 3 on 3. If no goal is scored, Game Winning Shots will determine the winner.
6. **Gold Medal**: If the game is tied at the end of regulation, a 10-minute overtime will be played. Teams will play 3 on 3. If no goal is scored, Game Winning Shots will determine the winner.
7. **Super Series** – If the game is tied at the end of regulation, a 5-minute overtime will be played. Teams will play 3 on 3. If no goal is scored, Game Winning Shots will determine the winner.
8. Game Winning Shots procedure is as follows;
 - a. The Home team will have the choice to shoot first or second
 - b. Goaltenders will defend the goal on their team's bench side
 - c. Each team will have 3 shots. If still tied after 3 shots, the order will reverse and single shots will determine the winner (A-B A-B A-B; B-A B-A B-A)
 - d. The first three shots must be taken by 3 different players. A team may use any player or the same player after the first 3 shots are taken.

9. Tie Breaking procedure- If two teams are tied in total points at the end of the Round Robin games, the final standings will be determined by;
- a. Most Regulation Wins
 - b. Most OT Wins
 - c. Head-to-head record
 - d. Least Goals against
 - e. Least Penalty minutes
 - f. Higher Goal Difference
 - g. Puck toss

**** IMPORTANT** after the 1st tiebreaker is decided we will go back to the top to decide who receives the higher seed ****** Example 3 teams tied and the tiebreaker is goals against. Team A has 4 goals against, Team B 5 and Team C 6. Team A will receive the highest seed and then we would restart the tiebreaker procedure. So, team B and C are left and if Team C won the head-to-head record against Team B, they would become the higher seed or vice versa ******

10. 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.
11. Score Clock – ONLY the Referees or the organizer are allowed to stop the clock.
12. Each team is allowed one 30-second time out per game and can be taken at any time.
13. All games are NON-CONTACT. Minor or Major penalties will be called for body checking.
14. All players are required to sign a Waiver prior to playing. Players under 18 years old are required to have their parents or guardians to sign on their behalf.

Playing Rules

15. Any playing rules not covered in the Rules and Regulations will be under the 2022-2026 International Ice Hockey Federation (IIHF) rulebook.
16. Penalties –
- a. Minor: 2 minutes. Misconduct: 10 minutes. Major: 5 minutes plus a game misconduct.
 - b. All penalties will be stop time.
 - c. Teams will play 4 on 4 when there are coincidental penalties.
 - d. If a player is assessed 4 penalties in a game, the player will automatically receive a game ejection. The player may play in their team's next game.

17. Full gear is required which includes visors for all players. Youth Division or all players under 18 years old are required a full facemask or shield and neck guards
18. Any player, coach or team official who receives a 10-minute misconduct for Abuse of Officials in the final 5 minutes of the 3rd period, overtime, shootout or after the game, will be suspended for their next game, upon the review of the Referee Supervisor.
19. Any major penalties may result in the player receiving an automatic game suspension for their next game, upon the review of the Referee Supervisor.
20. Fighting is an automatic ejection from the tournament. The referees will determine what constitutes fighting.
21. All Match penalties will be reviewed and further suspensions will be handed out by the Referee Supervisor and the Tournament Director.
22. Hybrid Icing - The team in violation will not be allowed to change players except in the Youth Divisions.

Team Rules

- 23. Teams are required to be ready to play at least 10 minutes prior to their scheduled game.**
24. A maximum of 2 registered coaches from each team are allowed on the players' bench. Players who are not dressed for the scheduled game are not allowed on the benches either.
25. Players cannot play on 2 teams or in multiple divisions unless authorized by the Tournament Director.
- 26. 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 will forfeit a game; the Referee Supervisor and/or the Organizers reserves the right to disqualifying them from further games.**
27. 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.
28. No photographers or video crew are allowed on the benches unless appointed by the Organizer.

Participant Code of Conduct

- 29. Any physical, verbal abuse, or any racial slurs both on and off the ice, will result in a ban for life from the tournament.**
30. 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 or mall and the authorities may be called.
31. 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 will be held responsible.

32. NO SMOKING in all areas inside the rink and mall areas. Rink staff and organizers will call the authorities if this is not followed.

33. Only coaches or the team manager can discuss matters with the Tournament Director.

34. The Organizers reserves the right to reschedule any games if needed.

35. Any other clarifications or disputes will be handled by the Tournament Director. The Tournament Director will have final say in all matters.

**Keith Fong
Tournament Director**