



Spring/Summer Ice Rules

Updated 5/15/19

- All teams must fill out our TCS Roster and submit it to us prior to the first game of the tournament. Only players that are listed on your team's roster are eligible to participate. Any team found using a non-rostered player in any game will forfeit all games in which the non-rostered player is used.
- All teams must fill out our TCS Waiver Form and submit it to us prior to the first game of the tournament.
- All score sheets will be at the tournament headquarters at each perspective rink. A team rep &/or head coach for each team must fill out your team roster or attach team labels prior to each game and make appropriate changes/notations to the score sheet.
- For all games, the home team will wear a light/white colored jersey and the away team will wear a dark/colored jersey. All players must wear numbered jerseys in the proper team colors. Teams that have only one set of jerseys must notify their opponent at least 45 minutes prior to their scheduled game time.
- Teams must be ready to play 30 minutes prior to scheduled start time. If the tournament is running ahead of schedule, teams are expected to be ready to play 30 minutes early. Failure to comply with this rule could result in a 2 minute bench minor penalty to start the game. The tournament committee has the right to use their best judgement in any case - especially if involves a playoff game, missing goalies, & or a possible forfeit.
- All players, including goalies in the Pee Wee through Midget 18U age divisions are required to wear a colored (non-clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper. For the first violation of this mouthpiece rule, the team will be issued a warning. A misconduct penalty will be assessed to any player or goalie of that team for a second violation during that game. Canadian rules do not mandate the wearing of a mouthpiece at any age division where a

full mask is required.

- A maximum of four team officials may be on the player's bench at one time.
- Each team will need to provide a penalty box official for each game. This person becomes an off ice official & must remain neutral during the game & help the on ice officials, if needed. TCS Hockey will provide the scorekeepers.

GAME FORMAT

- Three minute warm up for all levels. Teams must bring their own pucks.
- Mite Half-Ice Division = (2) 20 minutes running-time with a horn sounding every two minutes for line changes.
- Mite Full-Ice Division = (3) 11 minutes stop-time periods
- Squirt, Pee Wee, & Bantam = (3) 12 minutes stop-time periods
- Midget 16U = (3) 13 minutes stop-time periods
- 2:00 Minor Penalties | 5:00 Major Penalties | 10:00 Misconducts
- A running clock will be used in the third period when a team is ahead by 5 or more goals. If the gap is closed to 4 goals, then stop time will resume.
- Tag-up offsides will be used for all divisions
- Non-Check divisions are Mites (8U) through Pee Wee's (12U)
- Teams playing below even strength will NOT be called for icing
- Handshakes will take place after each game.
- Maximum goal differential attainable per game is +/-5
- There will be NO Timeouts for Round Robin Games. Only in Championship Games, each team will be allowed a single timeout.
- Any players or coaches receiving a Game Misconduct must sit the following game.
- Any player receiving five (5) penalties in one game will be ejected from the remainder of that game & must sit the following game.
- If a team receives 15 or more penalties in one game, the head coach must sit the following game.
- Any players or coaches receiving a Match Penalty is disqualified from further play and will be done for the tournament.
- Fighting will not be tolerated and will result in a tournament ejection.
- Suspensions resulting from Game Misconducts, Match or Fighting Penalties will not be overturned by the tournament director under any circumstances. No tournament official has the right to change a score sheet or reverse a call from a referee. Once the game is over, the score sheet is final.
- Officials will be informed to be very strict regarding our zero tolerance policy. TCS Hockey &/or rink

management reserves the right to remove from the rink – players, coaches, or spectators who violate our zero tolerance policies. Any coach or spectator that gets removed in a game will receive a full tournament suspension - No Exceptions!

- No player is allowed to participate on more than one team in his/her respective age division.
- Protests will not be accepted based on the judgements or calls made by an on-ice official. However, a game may be protested based on the opponent's use of an ineligible player, or on a violation of rules or of protocol that clearly has an impact on the game and that inures to the detriment of youth hockey. Any such protest must be filed by the protesting team as soon as possible by referring to our tournament director for their consideration. If the tournament director determines that the circumstances warrant it, the tournament director's decision in any such matters will be final.
- Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting other teams in terms of playoff status, may be reviewed by the tournament committee to determine which teams advance beyond robin play.
- Games can be stopped and ended at any time if our officials or tournament directors feel that continuing play is considered to be not in the best interest of the tournament and everyone involved.
- Round-Robin Point System: 2 points for WIN & 1 point for TIE, & 0 for LOSS
- Tie breaker system – In the event of one or more teams ending up with the same amount of points in round-robin play, final standings will be determined by the following criteria: Head to Head competition, Most Wins, Best Goal Differential, Fewest Goals Against, Most Goals For, Fewest Penalty Minutes, & Coin toss.
 - Tie game system – a tie will remain a tie in round-robin play. Also will remain a tie for all consolation games. For all playoff & championship games if tied after regulation play, we will play one (5) minute running sudden death overtime period (4 on 4). The teams will switch sides so that each team is defending the goal farthest from their bench. If tied after the overtime period, we will then go to a 3 player shootout in which most goals wins with the visiting team shooting first. If tied after the 3 player shootout, we will then go to a sudden death shootout until winner is decided. Each team must continue through their roster until all players have taken a shot & players will continue to shoot in the same order as their first shots.

Anything not covered here shall be directed to the tournament directors who will have final say on any and all matters.