



(Updated 12/24/18)

**Divisions Offered:** Atom (8U), Mite (10U), Squirt (12U), Pee wee (14U), Bantam (16U), Midget (18U), Junior (21U), College (24U), Adult (18 & Over), 30 & Over, & 40 & Over

**(Age Determination Date: 12/31/18)**

**Skill Levels Offered:** AAA, AA, & A (Rec) pending on the number of teams registered

Players including goalies can only play for one team within the same age division

All players can also play up one age division

Female Youth Players: Allowed to play down one year of eligibility (Not one division)

30 & Over Division: As long as a player is turning 30 in year 2018 would be eligible to play

40 & Over Division: As long as a player is turning 40 in year 2018 would be eligible to play

All players in the following divisions will be required to show proof of age:

Atom (8U), Mite (10U), Squirt (12U), Pee wee (14U), Bantam (16U), Midget (18U), Junior (21U), & College (24U)

The following documents will be accepted - Certified Birth Certificate, Passport, State ID, &/or Driver's License

Waiver: All players and coaches are required to fill out and submit the TCS waiver form before your first game

Rosters & Final Payment: Must be completed & submitted in at least 30 minutes prior to your first scheduled game. Any rosters or payments not completed prior to the team's first game, will risk a forfeit. Team rosters are frozen when your first game begins. Teams may roster up to 15 players (including players and goalies) with a maximum of 2 goalies. All players must sign the roster.

Equipment: The following equipment is mandatory for all events: Gloves, shin pads, elbow pads, skates & helmet. Players that are under 18 years of age must have face protection either with a cage or shield. All roller, & ice hockey sticks are allowed, but must be intact with butt ends covered. All jerseys must be matching and have a clear # shown. Either IDS, Rocket, or Pro pucks will be used depending on which one works the best.

### Outdoor Tournaments

*In the event of the weather forecast calling for rain, TCS may issue out a 3-Hour "Delayed Start" the night before.*

*Example:*

*If the first game of the day on Saturday is an 8am start. TCS will push the games back 3 hours via email, text & website on Friday night by 10pm.*

*TCS will then make the "call" if the games are on or off by the original start time at 8am via email, text & website.*

*If games are ON, the teams with the original start time are expected to start 3 hours later, at 11am.*

*All games will follow the original schedule unless otherwise notified.*

*The reason for the "Delayed Start" is to give the tournament a chance. TCS grants the 3 hour push back to give the teams enough time to leave and head to the rink. Of course, if teams are traveling from more than 3 hours away, the schedule will be revised to accommodate.*

## **Game & Tournament Structure:**

- 4 on 4, plus goalies

\*Excluding Chicago Breakout (3 on 3, plus goalies)

- Each game will consist of (2) 12-minute stop time periods

\*Excluding Chicago Breakout & Beach Cup - (2) 15-minute periods running time (Stop clock last 1 minute within 1 goal)

- Three minute warm up

- One minute intermission

- One timeout is allowed per game

- A tie will remain tie in the round robin games

- A tie in playoff and championship games (Including Chicago Breakout) - 5 minute sudden death running overtime period will be played 3 on 3. If still tied after the 5 minutes, we will go to a 3 player shootout

- Players must compete in at least one round robin game to be eligible for playoffs

- Home teams will wear light jerseys, away team dark jerseys with numbers

- A mercy rule is in effect and the game will be stopped when an 8 goal spread occurs

- Teams must be dressed and ready to play a half-hour before the scheduled game time with the exception of the first two games of the day

- Forfeits will be declared 3-0 victory

\*Any teams that deliberately forfeit a game will be reviewed by the Tournament Director in regards to the future eligibility for that team

- Point System: 2 points for WIN & 1 point for TIE

- Tiebreakers: -Head to head

- Most Wins

- Least goals against

- Most goals for

- Best goal differential

- Least penalty minutes

- Coin flip

\*If three or more teams are tied, and one team has won the Head to Head competition against the other two tied teams, then that team advances. The remaining two teams then will be compared starting with the Head to Head rule. If three or more teams are tied and no

team has beaten the other tied teams Head to Head, then the teams will be seeded by the following in order: Wins, Least GA, Most GF, Best GD, Least PIM'S, & Coin Flip.

- **All minor penalties will consist of 1.5 minutes**

\*Excluding Chicago Breakout - Penalties = Penalty Shot

\*Excluding Beach Cup - (2) minute minor penalties

- **All double minor penalties will consist of 3 minutes**

\*Excluding Chicago Breakout - Penalties = Penalty Shot

\*Excluding Beach Cup - (4) minute minor penalties

- **All major penalties will consist of 4 minutes plus game ejection and will carry an additional 1 game suspension, with possible tournament ejection. Any player that receives a major must leave the rink & another player from their team must serve the 4 minutes.**

\*Excluding Beach Cup - All major penalties will consist of 5 minutes plus game ejection & an additional game

\*Excluding Chicago Breakout - Penalties = Penalty Shot

- **A team forfeiting their playoff game for any reason will result in a re-seeding of the remaining playoff teams**
- **Protesting a Game: If a team would like to submit a formal protest, they may do so by submitting their protest in writing along with a \$50 fee to a TCS tournament director before the start of the game. The money will be returned if the protest is deemed to be valid.**
- **TCS will not be responsible for any items lost or stolen, before, during, or after the event**
- **TCS & it's representatives are not responsible for any injuries**

**Anything not covered in these rules shall be directed to the tournament organizers who shall have final say on any and all matters**