



## **2017-18 ADULT RULES AND REGULATIONS**

1. All players will be required to sign a “Waiver and Release of Liability Form” and provide a Proof of Insurance at that time. We request that you present a copy of your insurance card at registration.
2. BUFFALO RIVERWORKS POLICY REQUIRES THAT ALL PLAYERS MUST WEAR A HELMET THAT IS IN GOOD CONDITION AND HAVE EITHER A HALF SHIELD OR AN UN-ALTERED FACE PROTECTION PROPERLY ATTACHED. All helmets must have a strap securing the helmet to the players head. Play will be stopped immediately upon the loss of any player’s helmet with the face off held at the “last play location”. If a helmet is removed purposely, play shall be stopped and Rule 14 shall apply. Any helmet found to be altered or unacceptable shall be removed from ice and can return only if repaired and approved by Buffalo Riverworks.
3. USA Hockey Rules shall apply, however with some modifications as listed below.
4. No alcohol will be permitted on (or in) the Ice, Bench or Penalty Box area. Players in violation of this rule will be warned and if violation continues they shall receive a Minor Bench Penalty. If not removed or further violations of Rule four (4) continues the player(s) are subject to additional penalties. Should this violation continue during different games by the same team the On-Ice Officials have the authority to penalize the team Captain a Minor Bench Penalty or additional sanctions.
5. All teams are required to wear the same color sweaters (or a similar color) and can be directed by the On-Ice Official’s to change if the color is too close to the opposing team.
6. Each participating team shall declare and report all players who will play in the tournament on the supplied Team Roster sheet. Any proposed changes from the initial and/or revised Team Roster for the tournament entry must be reviewed and approved by the Director prior to taking the ice. If the On-Ice official is notified of an ineligible player(s) before (or during) any game, that player(s) shall be removed from the ice surface and a bench minor shall be issued to the offending team. Forfeiture shall occur if a team is found to have played a player who is ineligible. If both team Captains agree on a substitute player and that player is within that division (or below), the game shall be played.
7. To be eligible for a player to play in any Championship game his/her name must be on the roster submitted prior to the tournament and must appear on the official score sheet that he/she had played in at least one (1) of their team’s three (3) prior games. Substitute players as agreed upon within Rule six (6) shall not be eligible as “played in at least one (1) game” rule for that team.

8. Reference may be made to the Team Roster entry form for age group clarification, so be prepared for individual age verification. This verification can be challenged at any time during the tournament. A team found in default will be allowed to remove the ineligible player(s) or may choose to complete their three regular scheduled games with the ineligible player(s) however; the score sheet shall reflect a 1-0 forfeit loss for each game. Rule six (6) shall not apply to an age requirement violation.

9. At times, entries to the tournament result in an uneven number of teams in various age categories. In this case we will utilize the supplied Team Roster Forms do our best to place teams within age divisions where they will be most compatible and competitive.

10. All teams must be ready to start their game 20 minutes early or the game may be forfeited. If the On-Ice Official deems that a team is not ready to start on time they reserve the right to reduce the time in the third period in order to keep the game within the scheduled hour block.

11. Three (3) 15 minute stop time periods. Each team shall receive one (1) time out, but it can only be used in the last five (5) minutes of the game and only if they are within a two (2) goal differential.

12. Fighting will be an immediate ejection from the remainder of the tournament. If it is determined that only one (1) player is the aggressor that player will be ejected under this rule with a Major Penalty assessed. The Major must be served by a player on the ice during the time of altercation in its entirety. If players from both teams are ejected under this rule the coincidental Major rule shall apply. Any "Third Person In" player(s) can also be ejected under this rule, if determined by the On-Ice Officials that those players were involved or incited further fighting. If ejected, that player will receive a Major, plus a Game Misconduct to be served during next scheduled game.

13. No checking, any violation shall be assessed as a Major Penalty.

14. Penalty Structure: Minor Penalty-2 Minutes Major Penalty-5 Minutes - must be served in its entirety. Misconduct Penalty-10 Minutes Game Misconduct Game, plus a Game Misconduct. Match-Game and a Board decision to continue. 15. Any single player receiving three (3) Minor Penalties in one game will be ejected from that game only. Upon the third Minor the player must leave the ice and his/her penalty must be served by a player on the ice at the time of the infraction. Any Player that receives two (2) Major and/or Misconduct Penalties (combined) shall be removed from the ice upon the second infraction. The last penalty shall be served by another player on the ice at the time of the infraction and additional sanctions can be added by the Director (or Co-Director). A player receiving a Game Misconduct must leave the ice and must retire to his/her locker room. The player ejected shall not return to that arena he/she was ejected from until the next scheduled game on that surface of ice. The ejected player can remain in the Ice Box, but shall be within common areas or the ice arena. Any player that receives a Match Penalty has the opportunity to request an appeal, but this appeal must be approved by the Director (or Co-Director). If an appeal is granted the player shall make themselves available for notification. If the player can't be located for notification the hearing shall be cancelled. The board may add additional sanctions if deemed necessary. The Board shall consist of the Director, the Co-Director, the On-Ice Official issuing the Match Penalty and any other person/s the Director deems necessary. The player shall have the opportunity to have his/her team Captain present; however, no other person(s) shall be in attendance.

16. All score keepers are “Off-Ice Officials” and players can be penalized a Bench minor for abuse of an Official if found harassing any score keeper. The same rule applies for any other person(s) that the Director deems as an Off-Ice Official. Rule 14 structure will apply for any penalty assessed if any player violates this rule. The On-Ice Official has the authority to assess a penalty under Rule 14 structure if notified by any Off-Ice Official of any Major, Misconduct or Game Misconduct Penalty that occurs. Play will not stop in this event should occur and the Off-Ice Official must report the event to the On-Ice Official at the first stoppage of play following the incident.

17. In a running clock situation, a penalized player time will not begin until the drop of the puck on the following play. The score keeper shall post the penalty minutes upon the score board or communicate with the player when he/she returns to the ice.

18. Zero Tolerance Policy will be enforced on and off the ice. The referee’s decision is final and has the ability to enforce penalties to players/teams while off ice prior to and/or after the game. We are asking for discipline and cooperation from everyone involved to make this tournament a success.

19. Each team is responsible for the medical care and insurance related accidents involving their players.

20. Each team is required to clean their bench and locker room following each game. Please return all locker room keys immediately after each game.

21. Scheduling, officiating and all issues surrounding the tournament are at the discretion of the Director. The Director (in his/her absent the Co-Director) will be considered the final arbitrator in any disagreement.

22. Team Standings: A. Seeding Method for the All Divisions:  2 points for a win  1 point for a tie  The top two Point-Leaders will play in the Championship game.

B. In the event of a tie in Standings and Points for All Divisions:  A max (6) goal differential per game will be used in calculations.  Division Leaders will be determined by total points. If tied then:  The 1st criteria shall be head to head.  The 2nd criteria goal differential.  The 3rd criteria least goals allowed.  Last Criteria will be least penalty minutes between the tied teams.

C. For the Championship games of each Division: If the score is tied at the end of regulation...  A 3 on 3, Five-minute Sudden Death Overtime will be played.  Still tied? A second 3 on 3, Five-minute Sudden Death Overtime.  Still tied? A 3-man Shootout with additional shooters added one at a time until the tie has been broken. No player may repeat until all rostered players on the Championship Game scoresheet have shot for their respective teams.