

# ~ CHARLOTTE STREET HOCKEY ~

## 2016 ALMOST WINTER CLASSIC RULES

### Drafting/Format:

- Name draw will determine selection order. Teams will have 30 seconds to select a player in snake draft format.
- Tournament will be 6 team, 2 pool, single-elimination with round-robin games to determine seeding. Top team will earn a 1<sup>st</sup> round bye.
- Teams must have five players on the court (5 runners, 1 goalie) and, except for goalies, must be dressed in opposite colors (white vs. black, DARK blue or other DARK color).
- TIME AND SCORE will be kept by the scorekeeper and displayed on the scoreboard. Scorekeeper will announce 1 minute remaining in **round-robin** games and in each period for **semi-final & championship** games.

### Penalties:

- OFFSIDES, ICING, DELAY OF GAME (ball leaving court) will NOT be enforced.
- HIGH-STICK will be called for any ball contact ABOVE the shoulder or crossbar. Ball will be awarded to opposing team at the spot of the foul.
- HAND PASS inside the attacking zone (blue line) is a penalty. Ball will be awarded to opposing team at spot of the pass. Hand passes inside the defensive zone is allowed.
- THROWING OF STICK by goalie or runner in order to effect play on the court will be penalized with a PENALTY SHOT awarded to the opposing team (**round-robin, semi-final and championship game**).
- MINOR PENALTIES (all contact penalties including tripping, checking from behind, roughing, high-sticking, slashing, hooking.):
  - **ROUND ROBIN & SINGLE ELIM: Time stops.** Penalty shot awarded. Play and clock will resume & ball will be awarded to opposing team below their goal line.
  - **CHAMPIONSHIP GAME: Time stops.** 1 minute penalty assessed to the offending player.
  - ALL penalties shall be enforced at the discretion of the referee.
- **NO FIGHTING UNDER ANY CIRCUMSTANCES!** Players involved in **ANY** fighting will be ejected and asked to leave the rink. This is under the discretion of the referee and the rink manager.

### Game Play: Round robin/semi-final rounds

- FACEOFFS: Beginning of games only.
  - **Round-robin** games will consist of 1 period, 7 minutes in length.
  - **Semi-final** games will consist of 2 periods, 7 minutes in length.
- All games shall be running clock **EXCEPT IN SEMI-FINAL GAMES** when there is a 2 goal or less differential with 2 minutes or less remaining in regulation.
- OVERTIME:
  - **Round-robin:** Shootout, 3 shooters a piece, then 1v1 until a winner. Home team shoots first or can defer.
  - **Semi-final:** full 7 minute 5-on-5 sudden death period. If no scoring in first OT period, subsequent periods will be played until a goal is scored.
- AFTER GOALIE COVERS/PENALTY SHOTS: The ball is awarded to the opposing team below the goal line. 5 count to move ball.
- AFTER A GOAL IS SCORED:
  - **Round Robin:** The ball is awarded to the opposing team below the goal. 5 count to move ball.
  - **Semi-finals: Time stops.** The ball is awarded to the opposing team below the goal line. **Whistle begins** 5 count to move ball.
- MERCY RULE (**semi-final games only**): If there is a 5 goal or larger differential at the 2-minute mark of regulation, the game will end at that time.

### Game Play: Championship Game

- Game will consist of 2 periods, 10 minutes in length, NOT running clock.
- Each team will have one 60 second timeout.
- Both periods will begin with a face-off at center court.
- Teams will switch defending goals after each period. Home team will have choice of which goal to defend.
- MERCY RULE: If there is a 5 goal or larger differential at the 2-minute mark of regulation, the game will end at that time.
- OVERTIME: Full 10 minute 5-on-5 sudden death period. If no scoring in first OT period, subsequent periods will be played until a goal is scored.
- AFTER GOALIE COVERS/BALL LEAVES THE COURT: **Time stops.** Faceoff at nearest circle.
- AFTER A GOAL IS SCORED: **Time stops.** Faceoff at center court.