



Updated: 1/1/10

TOURNAMENT TIE-BREAKERS

1. Team that accumulated the most points (Wins=2, Ties=1) in the games involving ALL the tied teams ONLY.* 5. Team that scored the most amount of goals for in all round robin games.
2. Team that surrendered the least amount of goals against in (equal amount of) games amongst tied teams.* 6. 4-man shootout, followed by sudden death shootout(all players must shoot).
3. Team that scored the most amount of goals for in (equal amount of) games amongst tied teams.* If, during any step in the tie-breaker process, one or more teams are placed,
4. Team that surrendered the least amount of goals against in all round robin games. any teams still tied after that step has been completed, go back to Tie-Breaker 1.

*ALL tied teams MUST have played each other equal number of times to use this tie-breaker

"FAIM CUP" - FROZEN ADULT IRON-MAN CUP ICE HOCKEY TOURNAMENT RULES

Game Length: 12 minutes running time *****NO TIMEOUTS

Stop Time: Last minute with a 2 goal spread or less (only after goals, penalties, puck leaving rink, injury, penalty shots)

Rosters: 5 skaters plus 1 goalie NO SUBSTITUTIONS, NO ADDITIONS (except for injury with ALL teams approving). Players are only permitted to play in one division per event.

Penalties: Minor Penalties are 45 seconds. Major Penalties are 3 minutes. Misconducts are 6 minutes. Game Misconducts will carry a one game suspension.

Fighting is a tournament ejection. If assessed a tournament ejection, team plays short-handed for rest of tournament.

Suspensions: The Referee-in-Chief will have the final decision on ALL disciplinary matters.

Face-offs & Stoppages in Play: Face-offs will only take place to start game.

Plays after whistles for goals and goalie stoppages MUST start with puck behind the goal line of team whose goalie froze the puck.
 When puck leaves the rink, begin play at spot last played against the boards, possession to team not causing stoppage.
 All play must begin within 3 seconds of the referee's signal. Re-starts after goals and goalie stoppages ONLY do not require official's signal.
 Opposing player must give player starting the play a minimum of 10 feet for the entire 3 seconds from the signal of the referee to continue play.

Miscellaneous: Any rules not covered above are governed by the USA Hockey Playing Rules - Adult Division (HENCE-no Body Checking).

Tie games: Round robin games end in a tie. Playoff games ending in a tie, will go directly to a 3-man shootout. If still tied, then a sudden death-shootout takes place. Home Team chooses first team to shoot.

Shootout Rule: All players on team must shoot before repeating shooters.

NOTE: ALL PLAYERS MUST BE MEMBERS OF USA HOCKEY.

YOU MUST PROVIDE PROOF OF MEMBERSHIP. NO EXCEPTIONS.

LINE CALLS: NO OFFSIDES OR ICING

WARM UPS: A 2-minute warm up will take place before Games #1 thru #5 (4 pucks max.). All other games will have a 45 second warm-up (No Pucks).

PENALTY SHOTS: When an infraction has been committed that calls for a penalty shot, use the following procedure for conducting the penalty shot.

The clock will stop when the whistle has been blown for the infraction and will not run until the play has re-started after the penalty shot.
 All players must proceed to the opposite side of the center line of the goal being defended during the penalty shot and remain there until the shot's completion.
 Upon the completion of the shot, the team defending the shot will re-start play from behind it's own goal line, regardless of whether or not a goal was scored.