



SKATIUM IRON MAN INLINE HOCKEY TOURNAMENT RULES

Game Length:	15 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:	4 skaters plus 1 goalie NO SUBSTITUTIONS, NO ADDITIONS (except for injury with ALL teams approving)
Penalties:	Minor Penalties are 1 minute. Major Penalties (including Match and Fighting) are tournament ejection. If assessed a tournament ejection, team plays short-handed for rest of tournament.
Face-offs &	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 Inline Playing Rules.
Tie games:	Round robin games end in a tie. Playoff games ending in a tie, will play 15 minute sudden death overtime periods until a winner is determined.
Shootout Rule:	All players on team must shoot before repeating shooters.
NOTE:	ALL PLAYERS MUST BE MEMBERS OF USA HOCKEY INLINE. IF YOU CANNOT PROVIDE PROOF OF CURRENT MEMBERSHIP, YOU CAN PURCHASE AN ANNUAL MEMBERSHIP AT THE EVENT FOR \$30
LINE CALLS:	NO OFFSIDES OR CLEARING
WARM UPS	A 2-minute warm up will take place before each team's first game ONLY with pucks. After that, a 30 second warm up without 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 its own goal line, regardless of whether or not a goal was scored.
MERCY RULE	If, at any point during the game, the goal differential shall reach 10 goals, the game shall be declared over, but