

2021 Kings of the Rink - Rules

Operational Rules

1. The tournament will be played under USA Hockey Rules unless otherwise noted.
 - a. Checking/Contact will be allowed in the 2007 age division only.
 - b. Slapshots will be permitted at all age levels.
 - c. Tag-up offsides will be used at all levels.
 - d. During short-handed situations, the short-handed team will be allowed to ice/dump the puck with no stoppage in play.
2. ND Kings will furnish a time keeper and scorekeeper for each game. Score sheets will be provided by ND Kings. Only the official score sheet will be used for calculation of points earned and game statistics.
3. At the conclusion of each game, a coach from each team must come to the Score Box to verify the information on the official score sheet and sign the score sheet. If a coach fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations.
4. The tournament will assume no liability for personal injury to participants or spectators during the event.
5. An official roster must be verified 30 minutes before the start of the first game.
6. Teams are responsible for picking up the locker rooms after each game. The locker rooms shall be clean before the next team arrives to use it.
7. Anyone on the bench, besides the coaches, must wear helmets.

Player Eligibility

1. A maximum of 20 players may be rostered for any team.
2. A team's roster is frozen at the time the team starts their first game - no additions will be allowed.
3. All players must play at their age level or older - players may not play at a younger age level unless previously approved by the Kings of the Rink Tourney Committee. Players playing at a younger age level will not be eligible for any player awards for that age division.
4. Teams that knowingly and/or intentionally play an ineligible aged player will receive an automatic 6-0 forfeit loss for all games.
5. Any eligibility protest must occur before the start of the game and must come from the head coach to be valid.
6. Invalid protests will result in a 5-minute bench major for the challenging team.

Tournament Format

1. Competition format will consist of round-robin play followed by seeded Championship game, bracket and/or place games.
2. Teams listed first in parings will be considered the Home Team and will be asked to wear the light-colored jerseys when possible. Home Teams also have the option to pick jersey color if coordinated with the Visiting Team. Please bring both jerseys to each game, should last minute changes be required.
3. Once a team is confirmed for the tournament there will be no refunds under any circumstance.
4. All age levels will play three (3) 15 minute, stop time periods.
5. A six-goal lead after the third period will result in running time until the lead falls to less than six goals.
6. The ice will be resurfaced at the end of each game for all age levels, except for 2007 games will be resurfaced after every 2 periods.
7. Each team will be permitted one (1) 45 second time out per game.
8. Teams must be ready to play 15 minutes prior to the scheduled game time. Games may start earlier when time permits and when both teams, official scorers, and referees are ready.

Scoring and Points Format

Teams will be able to earn up to 2 points per game. Two (2) points for a game win and one (1) point for each team if tie after OT. Maximum 6 goal differential will be applied.

If a team forfeits a game during pool-play they are required to forfeit all pool-play games in order to maintain equality in the standings.

Penalty Enforcement

1. Minor = 2 minutes || Major = 5 minutes || Misconduct = 10 minutes
2. Ejection = Player is removed from the current game only.
3. Game Misconduct = Player will be removed from the remainder of the game and serve an additional one (1) game suspension.
4. Fighting = Automatic tournament disqualification.
5. Checking from behind will carry a minimum 2-minute penalty plus a 10 minute misconduct.
6. Boarding penalties will carry a minimum 5-minute major penalty.
7. Any penalty deemed serious with an intent to injure will result in a 5-minute major and a tournament disqualification.
8. Any player receiving 4 penalties will be ejected from the remainder of the current game. A player from the offending team will be required to serve the penalty. Any major penalty will count as two penalties.
9. All referee decisions are final. Protests will not be allowed.

Overtime and Pool Play Tie-Breaking Procedures

1. In no case will any team be credited with more than six (6) goal difference for statistical purposes.
2. Ties after regulation:
 - a. Pool Play – If regulation ends in a tie, each team will be awarded 1 point. One sudden death 5-minute overtime period of 3v3 play. If team scores, they get 1 extra point for the total 2 points. If game still tied after the 3v3 overtime period, then game will end in a tie and no additional points will be given.
 - b. Championship, Semi-finals, and Seeded Games - Overtime in seeded and/or place games will be considered an extension of the 3rd period.
 - i. 1st Overtime: 5-minute, 4v4 sudden death stop-time period.
 - ii. 2nd Overtime: 5-minute, 3v3 sudden death stop time period.
 - iii. Any overtime after 2nd overtime with no winner: 5-minute 3v3 overtime periods until a winner is determined.

Tie breaking procedure for teams tied after pool play:

1. Head to head competition.
2. Goal differential (goals scored minus goals allowed). (Max 6 goals per game)
3. Goals Against.
4. Least penalty minutes.
5. Coin toss.

*In a case where a tie involves more than two teams and all teams have played each other, the head to head tiebreaker will not be used and the results against tied teams will be used (RATT = Wins, loss, ties) will decide the seedings. If the RATT cannot determine the seedings, the tie breaking procedure beginning with goal differential shall be used in succession until the seedings have been determined.

The tie breaking procedure will not revert to any previously used procedure.