



Fall Fire Up Squirt, Pee Wee, & Bantam Rules

- USA Hockey membership needed
- USA Hockey rules govern play.
- Brackets, pairings, and game times have been set by Fond du Lac Blue Line Tournament Director.
- All referee judgment calls are final. A USA-registered referees will be used.
- All teams must be ready to go on the ice 30 minutes before game time.
- No Players will be allowed on the ice until after the Zamboni door closes & Referees are on the ice.
- The ice will be resurfaced before each game.

Fall Fire Up Squirt, Pee Wee, & Bantam Game Play Rules

- Squirt- Bantam will play 5 x 5
- Automatic offsides
- Icing will be allowed on penalties
- No checking in Bantams
- Slapshots at all levels
- Each game will have a 3-minute warm-up before the start of the game.
- Three 12-minute stop time periods.
- There is a 5-goal run time rule in effect.
- A Goal Cap of 6 goals per game
- Round Robin Game OT Rules: Continuous 1 vs 1 for 30 minutes: Skaters will change on the fly or on stop time.
- 4 penalties and the player is suspended for in-play game only



Fall Fire Up Squirt, Pee Wee, & Bantam Standings Play Rules

- 3 points for a regulation win, 2 points for an overtime win, 1 point for an overtime loss, 0 points for a regulation loss.
- Standing Tie-Breakers
 - Total Points
 - Wins
 - Scoring Quotient: Goals For divided by Goals Against
 - Goal Cap is held at 6 goals

Fall Fire Up Squirt & Pee Wee Tournament Rules

- Team Seeds 1-8 advance to the Championship rounds
- Team Seeds 9-12 advance to the Consolation rounds
- Each team is guaranteed 2 games in the Tournament on Sunday
- All games are mini-games in the Tournament
 - Each game is 27-minute run time
 - There is a whistle at the 13:30 mark of the half to change goalies
 - There is a 2-minute warm-up for each game
- All gameplay rules remain in effect for the Tournament aside from Game Times

Fall Fire Up Bantam Rules

- Team Seeds 1-6 advance to the Championship Round
 - Seeds 1 & 2 receive a buy into the second round.
 - Seed 3-6 play in the opening round robin games.
- Each team is guaranteed 2 games in the Tournament on Sunday
- All games are mini-games in the Tournament
 - Each game is 27-minute run time
 - There is a whistle at the 13:30 mark of the half to change goalies
 - There is a 2-minute warm-up for each game
- All gameplay rules remain in effect for the Tournament aside from Game Times



Fall Fire Up Mite Blue and White Rules

- A Mite Team is defined as 10 skaters and 1 goalie (when applicable)
- Each game will be played on the FDL Studio Rink
- Game play will be 4 x 4 with a goalie
 - If the goalie is unavailable, then a "W" net will be used.
- Games will be a 3-minute warm-up and two 20:30-minute halves.
- A buzzer will sound every 90 seconds to alert the players to change.
 - After each buzzer, players entering the surface to play must skate toward their net and go around it before attacking the puck or play.
- One ref will be on the ice
- A scorekeeper will be present at each game, keeping score
- Black pucks will be used
- Game Play: When the goalie freezes the puck, the attacking team must retreat past the center Blue Line before they can pressure the opposing team.
- Game Play: When goals are scored, the team that scored must retreat back and circle their own net before they are allowed to pressure the play. The team that gets scored on must take the puck out of their net and retreat around their own net before trying to score.