

Spring Fling Challenge Cup

Tournament Rules

Game Rules

- Redline Icing
- Delayed Off Sides
- No hitting
- No fighting is permitted. The first fighting major will result in a 1-game suspension. A second fighting major will lead to tournament ejection. If a team accumulates 3 or more fighting majors, they will be immediately disqualified.
- If a player receives **four** minor penalties it will result in a game ejection.
- If a player receives **two** major penalties it will lead to a game ejection. *Major penalties such as spearing or butt-ending may result in expulsion from the tournament.*
- If a player receives a game misconduct penalty will result in an immediate 1-game suspension. Two game misconduct penalties will result in tournament ejection.
- Any team that willingly forfeits a game will not be eligible for semi-final or final games in the tournament.
- All jerseys must have numbers.
- Team rosters must be submitted prior to the first game of the tournament.
- Players may only play on one team in the tournament, with exceptions made for goaltenders in extenuating circumstances.
- Game officials (referees) working games in the tournament are not permitted to play for any team at any level registered in the tournament.

Game Format

The games will adhere to USA Hockey Rules with the exceptions below. It is expected that game officials (Referees) understand these rules and exercise their best discretion during gameplay. Any calls made during the game cannot be petitioned afterward. If a team wishes to launch a petition, they must meet with the Tournament Director immediately. Referees' in-game calls will not be eligible for petition.

- 3-minute warm-up.
- Games will consist of 3 periods of 15 minutes each with running time.
- Stop time will be implemented for the last 3 minutes of the game if the score difference is 2 goals or less.
- Minor penalties - 1:30 minutes. Stop time.
- Major penalties - 5 minutes. Stop time.
- Misconduct penalties - 10-minute penalty and a 1-game suspension.
- Each team is allowed one timeout during the game.

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Overtime

- In round-robin games, a 3-round shootout will be used to determine the winner. All players must attempt a shot before allowing players to have a second attempt.
- In semi-final and championship games, the following procedure will be followed:
 - At the end of the third period, the teams will take a two-minute rest period.
 - Teams must switch ends during the overtime period.
 - A 10-minute sudden death 3 vs. 3 overtime period will be played until a team scores.
 - If there is no score after the first overtime period, a 3-round shootout will be conducted. All players must attempt a shootout before allowing second attempts.

Standings and Tiebreaker Rules

- Standings will be determined based on the following point system:
 - Win in regulation: 3 points
 - Overtime or shootout win: 2 points
 - Overtime or shootout loss: 1 point
 - Loss in regulation: 0 points

In the event of a tie in points, the following tiebreaker rules will be applied in order until one formula breaks the tie for a position between all the tied teams at the same time:

1. Head to Head game results: The results of the games played between the tied teams will be considered. If one team has defeated the other tied team(s), they shall be ranked ahead.
2. Goals for in tournament play.
3. Goals against in tournament play.

If the tie still exists, the tie breaker will be a rock, paper, scissors match, best of 3 monitored by the tournament director.

Note: In the case of a team forfeiting any of its games in round-robin play, the team forfeits all of its games, and the games will be recorded as 3-0 victories for the non-forfeiting teams. Appeals may be made to the tournament committee in case of circumstances beyond the control of the team, and their decision will be final.