

2016 Harlan Days Festival 1st Annual
Hockey Tournament
Team and Player's Rules

1. The winner of a captain's coin toss will determine which goal to defend. Teams will switch goals after first half.
2. Protective equipment is optional but highly recommended.
3. No goalie equipment or goalie sticks permitted.
4. All teams must have different color/pattern jerseys or uniforms.
5. There will be one on-court official to monitor the play (scoring, time, puck reset, and arbiter of infractions).
6. Referees will have the discretion to also award a "penalty shot" to the opposing team when a minor penalty is flagrant and/or a team is consistently playing in a reckless manner.
 - Penalty shot will be taken from center spot and must be attempted within 30 seconds of the penalty being called. Anyone on the opposing team can take the shot. The team that is awarded the penalty shot will also be given possession of the puck following the penalty shot attempt (regardless of the outcome of the shot).
7. Any major penalty, which includes any action that could possibly injure another player, will result in that player being ejected from the tournament. The team that received the ejection will play the remainder of the tournament short-handed (3 vs 2). On-Court official will determine major penalties.
8. Abuse of officials will be considered a major penalty. This includes yelling, swearing, or arguing about calls.
9. No checking is allowed. Such action will result in a minor penalty unless deemed serious enough to be a major (see on-court official).
10. No slap shots allowed. Such action will result in a minor penalty.
11. Players cannot fall or lay on the court in an effort to protect the goal area. Such action will result in a minor penalty.

12. Goaltending is not allowed. A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. A defender may deflect the Ball in the crease area, but the defender must do so while continuing to move through the crease area. The crease area is defined as an imaginary box extending out four feet from the outside corners of the goal.
13. Contacting the Ball with a stick above the waist will result in a loss of possession.
14. Saucer passes (i.e. balls that are lifted low, below the knee) are acceptable.
15. If a ball goes out of bounds, the last team to touch it loses possession. During restart, the defender must give his opponent 2-stick lengths of space.
16. There are no off-sides or icing calls.
17. Goals must be scored from the attacking side of center court.
18. Referees will call out the score after each goal, and time remaining on the clock.
19. Teams must give their opponents 1/2 ice after a goal is scored or an infraction takes place. Or face-off will be given.
20. Games will be composed of two 10-minute halves with a 5-minute halftime.
21. In the event of a tie during qualifying and championship games, the play will move to sudden death format.
22. All games are running-time. There is no stoppage of play after a goal is scored, or after a penalty is awarded.
23. Players can only play on one team.
24. Substitutions must be made before the start of your first game, on the first day of tournament play at the Player Information Table. No other substitutions throughout the tournament are allowed. The three players that are on your roster at 5:00 P.M... On the first day of tournament play must be the same players that play on your team throughout the tournament.
25. Setting picks in offensive zone is not allowed. Deference will be given to a defender in front of their own net where their progress is impeded by the pick or interference of an offensive player.
26. All players must visibly display their credentials before the first game. Players without credentials are not allowed to play.