

AdventHealth Center Ice Tournament Rules

Game Start Rules

Teams must be dressed and ready to play at least 10 minutes prior to their scheduled game time. Games may begin up to 10 minutes early based on rink scheduling and ice availability. Teams should be prepared to take the ice early if directed by tournament staff or officials.

Once the Zamboni doors are closed, the referees have entered the ice surface, and the officials allow the teams onto the ice, warm-ups will begin. At the conclusion of warm-ups, teams must be ready for puck drop immediately.

Any team delaying the start of the game may be assessed a delay of game penalty at the discretion of the on-ice officials.

Intermission

1-minute break between each period.

Handshake Line

Handshakes will be allowed post-game. Any unsportsmanlike conduct, taunting, abusive language, or altercation occurring after the game has concluded, including during or following the handshake line, will result in a minimum one (1) game suspension. Additional disciplinary action, up to and including removal from the tournament, may be assessed following review by tournament officials.

Jersey's

All teams should have 2 sets of jerseys, a home (light colored) set and an away (dark colored) set. Home team wears a light color unless the away team only has light, in which the home team will switch to dark and vice versa.

Mercy Rule

All games will be played stop-time. During the 3rd period of any game, if the score differential is 5 goals or more, run-time will be in effect until that condition changes. Any time the score differential is 3 goals or less, the clock will revert back to stop-time. The on-ice officials will have sole discretion in determining whether or not to stop the clock during run-time situations should a delay occur due to extenuating circumstances (e.g. player injury).

- Game forfeits will result in a 1-0 Win.

Penalty Rules

- Penalties that occur in the 3rd period that carry over into overtime are served their full time assessed.
- Penalty System: any player who receives FOUR minor penalties in a game will be ejected from the game. That player will NOT be eligible to play in their next game.
 - Two Misconduct penalties in one game by a single player will result in an automatic 1-game suspension.

- **A Major Fighting or Gross Misconduct penalty will result in an immediate 1-game suspension from the tournament on top of the mandated 1-game suspension, with the option to increase the suspension pending review by the tournament director. Coaches will be notified should their player's suspension length change.**
- Any team official (coach, trainer, or manager) ejected from a game will also be suspended for the following game, serving an automatic 1-game suspension. Tournament officials reserve the right to extend the suspension based on the severity of the incident.
- Coaches are responsible for team conduct while their team is at AdventHealth Center Ice, on and off the ice. **Players or coaches involved in property damages will be suspended from the remainder of the tournament and banned from the facility for 30 days, and will be held financially responsible for any repairs.** AHCI Management reserves the right to extend the suspension based on the severity of the incident.

Game Rules

- **10U-14U are automatic offsides. 16U-18U is delayed offsides.**
- **10U-14U icing will be called on penalty kill. 16U-18U icing will NOT be called on a penalty kill**
- No matter what the score ends up being, a team cannot be credited more than a 5-goal differential.
- One, 1- minute time-out per team per game will be permitted.

Round Robin

Game Length

3-minute warm-ups

ALL AGES- 3 x 13-minute periods; stop-time.

No overtime in round robin. Games can end in a tie.

Point System

1. Win: 2 points
2. Loss: 0 points
3. Tie: 1 point

Minor Penalties

All Minor penalties during the tournament will be a length of 1.5 minutes. Double Minor penalties will be 3 minutes. All 5-minute and 10-minute penalties remain the same.

Tie Breaker System (To Determine Playoff Ranking)

1. Head-to-head (If teams did not play in RR move to next tie breaker)
2. Most Wins
3. Best Goal Differential (GF minus GA)
4. Fewest amount of penalty minutes
5. Fewest goals allowed
6. Most goals scored
7. Coin toss (or other game of chance if >2 teams tied)

Playoffs

- Period length is the same as round robin (13-minute, stop time).
- Please refer to the schedule for playoff format and who makes playoffs.
- If tied after regulation, teams will play 3v3 for 5 minutes, STOP TIME.
- If tied after 3v3, teams will take part in a 3-man shoot-out. Sudden Death shoot out will commence after the 3 shooters from each team. (Redemption Shot included during Sudden Death shootout)
 - Players who still have time on their penalty are not permitted to shoot.
 - Teams cannot use the same shooter twice (until every dressed skater on the team has shot).
 - The home team decides who shoots first.

Tournament Rules

- Each team must be prepared to furnish proof of age for any of its players upon the organizer's request. Failure to do so will mean the expulsion of the player from the tournament until such proof can be shown and possibly the loss of every game that player has participated in.
- Section 1: Roster Exclusivity
 - 1.1 A player may only be rostered on one team in the same division for the duration of the tournament.
 - 1.2 Once a player has been registered and has participated in a game for a team, they are ineligible to play for any other team in the same division.
 - 1.3 Any team found to have a player who is rostered on more than one team will forfeit all games in which the player participated while in violation of this rule.
 - 1.4 It is the responsibility of each team to ensure that their roster is compliant with this rule. Team managers or coaches must verify the eligibility of their players before the start of the tournament.
- **Exceptions to this rule will be determined on a case-by-case basis with the Tournament Director and a team's Head Coach. All decisions are FINAL.**

- Section 2: Penalties
 - 2.1 Violation of the Roster Exclusivity rule will result in the immediate disqualification of the player from the tournament.
 - 2.2 The team(s) found in violation will forfeit any game(s) the ineligible player participated in, resulting in a 0-1 loss recorded for each forfeited game.
 - 2.3 Further disciplinary actions may be taken by the tournament committee, including but not limited to, fines, suspensions, or bans from future tournaments.
- This rule ensures that each player can only represent one team in each division throughout the tournament, maintaining fairness and integrity in the competition.
- **By Florida law, a player receiving a head injury must wait 24 hours before returning to play and then must provide a physician's letter stating the player is cleared for return to play.**
 - **Athletic trainers will be on site to assess the severity of a head injury to help with determining whether this rule should be put into effect on a case by case basis.**
- Should an "Act of God" occur (power failure, major injury ...), after ½ hour wait the game will be called and the score remain as is, no matter how long the game was running or the score at the time of the "Act of God".
- **The Tournament Director reserves the right to modify, add, or change any rules at their discretion as deemed necessary for the fair and efficient conduct of the tournament. All head coaches will be notified promptly of any such changes.**
- There will be **NO APPEALS**. Any decision made by the Tournament Director/AHCI Management is final.
- Only the designated head coach is permitted to address any calls or decisions made during the tournament to the tournament director. Players, parents, and other team officials must refrain from direct communication with the Tournament Director.
- **We will follow the USA Hockey rulebook for anything not previously stated above. The USAH Rulebook is available to view and download here:**
 - [Rule Book & Resources - USA Hockey](#)