

Rules

CONTINENTAL CLASH RULES

Tournament Director:

The Tournament Director shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action or any other procedural disputes. He or she will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of the Tournament Director are final.

Player Eligibility:

A player may only play for one team. A player must appear on the official roster. Teams must supply their own team insurance.

Jerseys:

Home and visiting teams are indicated on the tournament schedule. Home teams shall wear light colored jerseys. Visitors will wear dark jerseys. All jerseys must have a player number clearly displayed.

Checking:

Checking is not permitted.

Off-Sides/Icing:

Tag up offsides. Teams are allowed to ice the puck when they are short handed

Early Start Option:

All teams must be prepared to play their games fifteen (15) minutes prior to scheduled start time in the event games are ahead of schedule. Players must be ready to step onto the ice when the Zamboni finishes between games. Please have your teams prepared.

Warm Ups:

A three (3) minute warm up will take place before the start time of the game. Pucks will NOT be provided. Please bring warm up pucks for your team.

Time Outs:

One 30 second timeout is permitted per team per game.

Length of Periods:

Games are 3 x 15 minute stop time periods unless otherwise noted. There will be an ice cut after the second period and at the end of each game. The ice cut may be removed after the 2nd period if games are running behind or the arena staff cannot preform the ice cut on schedule. All games will be played to completion.

Period Break:

There will be a one (1) minute break between each period. It is the responsibility of the coach to ensure their team is ready to go at the start of each period and the sound of the buzzer after timeouts.

Mercy Rule:

The mercy rule shall be in effect. If a team at any point during the **third period** is leading by 5 or more goals, the clock will revert to running time. If the difference is reduced to 3 goals or less, the clock will revert back to stop time.

Officials:

All on-ice officials are currently registered and certified with their local official's organization.

On Ice Altercations: Penalties/Match Penalties:

Penalty times will be as follows: Minor 2:00 minutes, Major 5:00 minutes, Misconduct 10:00 minutes. Any player and/or team official who is in receipt of a match penalty or gross misconduct will be suspended for any remaining games. Any player that receives a second major penalty will result in an ejection from the remaining games of the weekend.

If a game is interrupted by on ice fighting between players and /or bench staff, then the clock will continue to run. Games times will not be restored until the whistle has blown on the play that immediately follows the on ice fight. **Minutes lost will not be restored.**

Division Scoring:

All divisions will be scored per game as follows:

- a) 3 points for a regulation win
- b) 2 points for an OT/SO win.
- c) 1 point for an OT/SO loss.
- d) 0 points for a regulation loss.

Overtime for Round Robin Games:

If the game ends in a tie, teams will then proceed to a 5-minute period of sudden death 3 on 3. Teams will switch ends for OT. Note that should a team begin OT play on a Power Play, teams will play a 4 on 3 PP until the first stoppage after the penalty is over.

If the game remains tied, each team will select three (3) players to participate in the shootout. Please reference Eligible Players for a Shootout below.

Eligible Players for a Shootout:

- a. Each team will select three (3) players to participate in the shootout.
 1. If a player is serving a penalty, he is unable to participate in the shootout
 2. Once a player shoots, he/she is no longer eligible to participate until every player on the bench (excluding goaltenders, players serving penalties and/or players that are injured) has shot at least once.
- b. The home team shoots last in each round.
- c. Once all six (6) players have finished their attempts, the team with the most goals is declared the winner.

- d. If, after all six (6) players have finished their attempts, the game remains tied then each team will start the fourth round by selecting one (1) player who has not yet participated in the shootout.
- e. The shootout will then continue, one player at a time, with each team having an equal number of turns.
- f. During the fourth round and beyond, the team that scores first, with the other failing to score, is declared the winner.

Tie Breakers:

In the event of a tie for playoff seeding, the following criteria will be used to determine the team's placement:

1. Head to Head (Only if 2 teams are tied)
2. Most Total Wins
3. Most Regulation Wins
4. Best goal differential (GF - GA)
5. Fewest goals against.
6. Most goals for.

Gold and Bronze Games Only:

If there is a tie at the end of regulation play, a 15-minute sudden death period stop time will be played 5 on 5. Teams will switch ends for OT.

If the game remains tied, each team will select three (3) players to participate in the shootout. Please reference Eligible Players for a Shootout below.

Forfeited Games:

Any forfeited games will be recorded as a 3-0 score.

Goal Differential:

The maximum goal differential attainable per game is +/- 7.

IMPORTANT TO NOTE

Important to Note:

** Franchises that comply with the event guidelines and policies will be given the right of first refusal to retain their franchise for the following season. **