

Future Stars Cup - Tournament Rules

Teams are guaranteed 4 games

** 2010, 2011, 2012, 2013, 2014, 3 x 12 min. stop time periods, 3-minute warmup.

Note: **Impact Hockey** will be acting as the **HOST** team in the **2010 Division**.

Game #57 vs NS Prospect will not count towards their stands and only count for NS Prospects.

Warm up pucks will **NOT** be provided. All coaches must bring their own.

- ***If a player is hurt/injured and a coach or medical staff must enter the ice surface to attend to the player, this player must report to their dressing room for a minimum of 10 minutes (on the game clock) for further assessment. If deemed healthy by parents and or teams' medical staff, player may return to the game after the ten minutes of game clock time has expired. (**does not pertain to female tourney)***
- Flood to begin each game. If schedule is running ahead of time teams must be ready to start warm-up 30 minutes prior to their regularly scheduled time. Warm-up will start on time and will not be held for team arriving late to the ice surface.
- Any penalty that carries a game misconduct will result in the player returning to the dressing room for the remainder of the game. With an additional 1 game suspension. Match and Gross misconducts will carry a 2-game minimum suspension. This suspension will be served in both round robin and playoff games. The team may not add an additional player to their roster.
- Slapshots are permitted.
- Home team is responsible to check on sweater colors prior to the game. If conflict, home team is light in colour. If either team has a second jersey it would be expected that they would change jerseys in good sportsmanship. Pinnies will be available at the tournament headquarters in the case of an emergency. It will be at the discretion of the officials and arena captain if the jersey colours are too close to play the game safely.
- A 5-goal margin is the maximum goal differential credited. Scores will only reflect the 5-goal differential.
- The game will be played "running time" in the **third period** of all games including semi and finals. If the goal spread becomes greater than 4. i.e., 5-0, 6-1, 7-2, 8-3. etc.
- Game will remain running time until the goal differential becomes 3 or less. i.e., 6-3, 7-4, 8-5
- NO time-outs are allowed during regular scheduled games. One (1) 30 second time out is allowed in the Semis and Finals.
- A player must participate in 2 round robin games if there are 4 round robin games to be eligible for the Semis and or Finals.
- A player must participate in 1 round robin game if there are only 3 round robin games to be eligible for the Semis and or Finals.
- A player may only be registered and play for (1) one team.
- Female players may play 1 division down. i.e., 2004 female player may play in the 2005 boys division etc. (In the Boys tournament)
- There will be no discussion on coaches' ejections from games.
- No equipment penalty will be awarded (ex. Curves, torn pants)

GAME POINTS/TIE BREAKER

- Each team will receive 3 points for a regulation win, 2 points for a Shootout Win (SOW), 1 point for a Shootout Loss (SOW), and no points for a loss. There will no overtime in round-robin. In case of a regulation tie in round robin play, we will have a shootout (best of 3 format). 3 players will be chosen by each team's Coach at the end of regulation. Should the tie persist, we will continue 1 player at a time until the tie is broken (you must use different players than the ones used already). A player cannot shoot a second shot until the entire team roster (excluding goalies) has been used. Home team has the option of shooting 1st or 2nd to start the shootout.

Sudden Victory Overtime (Quarters, Semis and Finals games only) - 5 Minute 4 vs 4 overtime period followed by a 3-player shootout.

- If 2 teams are tied in points:
 - Result between the 2 teams
 - Most wins
 - Best plus/minus differential for all round robin/regular scheduled games. Formula (Goals for / Goals against) $GF / GA = 4.5$ Largest number is best.
 - Coin toss
- If 3 teams or more are tied in points:
 - Most wins in round robin.
 - Best plus/minus differential for all regularly scheduled games using formula (Goals for / Goals against)
 - Coin toss
- When 3 team tiebreaker becomes 2 teams. The 2 teams will revert to the 2-team tie breaker and start at the beginning with the results between the 2 teams.
- Tournament committee has the final word on the interpretation of the rules.
- Teams will shake hands then line up on their respective blue line for player of the game awards after each game.
- Coaches and parents and spectators must respect referees and tournament officials at all

There will be Zero tolerance on abuse of officials. No protests will be accepted. The Tournament Organizing committee will have the final decision regarding any interpretation of the rules and regulations. We have a No Tolerance Rule with Disrespect to Game Officials. Always respect the referees. We do not have the power to change a referee's decision. However, we have advised our refereeing staff to treat coaches with respect and they will expect the same in return. They will not exercise any patience when being sworn, screamed, or gestured at

Registration will be complete with team roster, tournament payment and team certificate of insurance prior to the start of the event.