



POWER PLAY TOURNAMENT RULES:

Please note:

Rules are subject to change for each location. Please refer to the Tournament Coordinator for clarification.

REGISTRATION AND ELIGIBILITY

1. Teams will consist of six (6) players throughout the tournament. There are no minimum requirements for males or females. Four (4) players per team are allowed on the rink at any given time during play, and are all free to cross the centre line at all times during play. Rostered players are required to play a minimum of two games to be eligible to play in the playoffs. Each player can play for only one team in the Power Play tournament.
2. Tournament will be held rain or shine.
3. All players must sign a waiver to be eligible to play in the tournament.
4. Players are to play in attire that best represents their team. The only acceptable footwear is running shoes.
5. All players must be equipped with a regulation helmet. The use of gloves, elbow and shin pads and a protective cup are recommended.
6. Goalies are encouraged to wear creative goalie equipment (i.e binders, books, platter etc.) and are only permitted to wear Street Hockey regulated equipment (Ice-hockey regulated equipment is not permitted). Goalies are encouraged to develop additional protection using items they work with (i.e binders, books, platter etc.)

RULES OF PLAY

1. Rink dimensions are approximately 34 x 64 feet.
2. All games are running time, 15 minutes in length. Minor penalties are one minute in length. Major penalties are five minutes with a game ejection; misconduct penalties



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- are ten minutes with a game ejection. All players substitutions may be made on the fly.
3. There is no grace period for the start of games. Team captains must check in with the Rink Manager of their designated rink prior to the start time of each game or be disqualified.
- If applicable: Team captains are also responsible for receiving, distributing and returning team pinneys during each game.
 4. Teams will split into divisions of three or more teams. Winners of the divisions will move onto the semi or quarter finals.
 5. The Game Timekeeper will record the actual start and finish of each game. The Timekeeper is responsible for keeping track of the number of infractions per team in a game, shall announce or have announced when ONE MINUTE of actual playing time is remaining in regulation time. In the event of any dispute regarding time or score, the matter shall be referred to the Referee in charge and his decision shall be final.
 6. Choosing home ends of the rink will be decided by a coin toss prior to the start of each game. Teams will defend their home end for the entire game.
 7. Each game will start by face off at center as governed by the referee. After a goal is scored, play will again start by face off at center as governed by the referee.
 8. Subs can only be rostered players. There will be free substitution. In the event of injury or infractions, teams can legally play with minimum three (3) players. If a team plays with less than three players in any game, the team is disqualified from the tournament.
 9. All players can cross the centre line at all times.
 10. Players can only score goals from the attacking side of the centre line.
 11. If the ball goes out of bounds, possession of the ball is given to the non-offending team at the point of the ball's exit. The offending team is to give a 5 foot radius of possession space around the ball when play resumes.
 12. Icing and offsides shall not be called.
 13. In the event of a tied game after 15 minutes of play for any game during the group play of the tournament, the tie will not stand. In the event of a tie during any time of the tournament a winner will be determined by a 5 minute sudden death overtime period. In the event that such games are still tied there will be a shootout.



14. There is no mercy rule.

PENALTIES AND INFRACTIONS

1. Each rink will have an assigned referee who has full authority on governing each game. Only the designated captain of each team may approach a referee on a ruling. Time will not stop for this process, however the referee has authority to call a delay of game penalty.
2. Any infraction will be considered a team infraction. If a team collectively commits 5 infractions of any kind during any game, the team will be disqualified from the tournament.
3. Minor infractions will result in the offending player being removed from play and offending team playing short handed, for one minute. The offended team is given possession of the ball at the centre line, at which time the penalty time will start. Running time during penalties.
4. Any major infraction results in suspension of the offending player for the remainder of the tournament. In addition, the offending team will play short handed for 5 minutes. The major penalty will count towards team infractions.
5. In the event of a coincidental penalty, both teams will play even strength (4 per side) and penalized players may return through the substitution process once the penalty has expired. Coincidental penalties will count towards team infractions.
6. Any verbal abuse towards the referee in any game ie. swearing etc. will result in immediate expulsion from the game. A second incidence of verbal abuse will result in expulsion of that player from the tournament.
7. This is a **non-contact** tournament. All contact type penalties will be called at the discretion of the Referee.
8. Slap shots result in a minor infraction.
9. Players may use a “Snap” shot, defined as taking back the hockey stick behind the ball no more than 15 inches and shooting the ball in a wrist shot fashion, the hockey stick cannot leave the surface in the process of making the shot.
10. The Tournament Coordinator reserves the right to make decisions perceived to be in the best interests of the tournament, all decisions are final.



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