

## Sand Valley's Sand County Classic Pond Hockey Tournament

### Tournament Rules

- All divisions are coed.
- **Sand Valley does not permit drone devices** at the Pond Hockey tournament, unless prearranged by the Sand Valley Marketing team. Please contact Brandon Carter at [bcarter@sandvalley.com](mailto:bcarter@sandvalley.com) for any drone requests.
- All players are required to follow USA Hockey Adult Level equipment recommendations; **all players are required to wear a helmet** designed for hockey (HECC approved). Helmets must include a chinstrap that shall be properly worn at all times.
- **All players must be 21 years of age** by the start date of the tournament. Teams must also follow the additional age requirements for their respective division. Photo IDs are required at check-in and can be checked throughout the event. Players unable to produce a photo ID, at any point, cannot participate until the ID is provided to a tournament director.
- Players may only play on one team in one division. **NO EXCEPTIONS!**
- All teams must arrive at the tournament site with light and dark jerseys. Teams must wear color contrasting sweaters during games. If a change must be made, the visiting team shall be required to make the switch.
- Minimum number of players on a team is six (6); maximum is eight (8). Teams must have four (4) players at the start of each game.
- **All teams must have at least 4 players ready to play at their scheduled game start time.** If not, the game clock will start, and the offending team will be penalized one goal for each minute they are late. Should the offending team produce 4 players at any time during the first half, the game will start at that point with the offending team down the appropriate deficit (i.e., five minutes late, game will begin at the 10-minute mark with the offending team down 5-0). If the offending team is not able to produce at least four players by the end of the first half, the game shall be declared a forfeit and the non-offending team will be awarded a 15-0 victory.
- The home team shall have first choice of which half of the ice to defend.
- A center ice face-off will start each half. Each half will be fifteen (15) minutes in length. A five (5) minute warm-up is allowed before the game, and half-time will be five (5) minutes in length. All periods are "Running Time."
- Teams switch ends during the second half of the game.
- **Each team is allowed one time-out per game.** All time-outs are one minute in length on the rink boards.
- All goals must be scored from the attacking side of the centerline. Center line will be marked by a red line. After a goal, the team that scored will be required to wait on their defending side of the red line. The team that is scored upon must advance the puck up the ice immediately. Defending teams can engage the puck carrier once the puck crosses the center line cones.
- **There is no offside or icing.**
- Penalties will be enforced. Any minor penalty called, such as tripping or slashing, will result in a goal for the non-offending team plus change of puck possession.
- Any serious (major penalty) infractions will result in ejection from the game with no replacement.
- **Fighting is strictly prohibited.** Any player who fights will be ejected from the tournament with no replacement.
- **No bodychecking** is allowed during games. Any intentional, overt, or reckless body contact will result in a penalty.
- There are **no slap-shots**. If the stick rises above the knee in an attempt of a shot or pass it will result in a change of puck possession.
- There will be **no lifting the puck above the knees**; pucks that are intentionally raised above the knees will result in a change of puck possession.
- Stick contact with the puck above the waist will result in a change of puck possession.
- **No use of goaltending equipment**, with the exception of skates, shall be permitted.
- A player may not lay his/her stick, drop to their knees, or lay on the ice to protect the goal. Players must remain upright on their skates in front of the goal. No more than one player can occupy the space in front of the net. Any act of "goaltending" shall result in an awarded goal for the non-offending team.
- If the puck is "unplayable" the referee will determine possession based on who directed the puck out of the playing area. Once possession is awarded, defending players should stand two-stick lengths away to begin play.

### Tied Games/OT Rules

- **Round Robin Competition:** If a game is tied at the end of regulation, a three minute, 4 on 4 run-time period will be held. The team that scores the most goals during that time will be declared the winner. All goals scored will count towards the goal differential. If still tied an additional sudden victory period will be played until one team scores to be declared the winner.
- **Playoff Competition:** If regulation ends in a tie, there will be a one-minute rest period followed by a 4 on 4 five (5) minute overtime period. Playoff overtime is not sudden victory. The team which scores the most goals at the end of the overtime period shall be declared the winner. If the game is still tied after the first overtime period, this same procedure (1 min rest; 5 min OT) will be followed until a winner is decided.
- Teams will return to their original ends of the ice for the first overtime period, and switch ends during each successive overtime period.

### Standings

Standings Will Be Determined Utilizing the Following Point System:

Win In Regulation = 3 Points

Ot Win = 2 Points

Ot Loss = 1 Point

Loss In Regulation = 0 Points

- **If two or more teams have an equal number of points, the standings shall be determined by:**
  - Step 1: head-to-head – the results in the games played between the tied teams. Note: if a team defeated the other team(s) that they are tied with, they will be ranked ahead of those other teams.
  - Step 2: goal differential – goals for minus goals against in all games played. Note: in a given game the goal differential will be a maximum of six (6) regardless of a greater goal differential (i.e. 15-2 would be counted as 8-2).
  - Step 3: goals for.
  - Step 4: goals against.
  - Step 5: most wins.
  - Step 6: average differential – goals for divided by goals for plus goals against  $[gf/(gf+ga)]$ .
  - Step 7: coin toss.

### Illegal Players & Teams

- If the tournament director(s) determine that an illegal player has participated in the tournament, the player(s) shall be immediately removed from the tournament and the team using the ineligible player(s) will receive a 0-15 forfeit loss in each of the games the illegal player(s) participated in.
- Illegal players are any participants who:
  - Violate the minimum age requirement for their skill division.
  - Participate on two team rosters.
  - Are under 21 years-of-age.

**Tournament Policies:** All teams should plan to arrive by noon on Friday, February 3rd and check-in at the front desk in the Clubhouse. All players must check-in prior to their first game. You may be disqualified if a member of your team does not check-in prior to playing. Please remember to bring photo IDs (or a copy of them) for all players on your team.

**Weather Cancellation Policy:** The Sand County Classic sponsored by Visit Rome is an outdoor event. By entering, you acknowledge that you will be playing on a natural, outdoor ice surface. and ice conditions are at the mercy of Mother Nature. Should the event be canceled due to inclement weather or unsafe ice conditions as determined by the tournament directors, a partial event fee will be refunded.

**THE TOURNAMENT DIRECTOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVERALL GOOD OF THE EVENT. IN ALL CASES THIS DECISION SHALL BE FINAL.**