2027 Gipp Tournament Rules

Game Setup

- All divisions (red, white, and blue) games will be played at both the Calumet Colosseum and the George Gipp Ice Arena.
    - All divisions will play their Championship game at the Colosseum
    - No goalie pads will be permitted for blue division
- All games will be played half-ice
- Small nets will be used
- Warm-up pucks will be provided

Game Play

- All play will be the following:
    - Red & White - 6 on 6, 5 skaters and 1 goalie
    - Blue - 5 on 5, 4 skaters and 1 goalie
- All players should receive equal playing time during each game
- Blue pucks will be used (supplied by Tournament)
- There will be no offsides or icing
- Teams will change ends between halves
- No overtime until Sunday finals games
- Following goals, face-off at center ice
- Following goaltender freezing puck (**clock does NOT stop**):
    - Referee will place puck behind net
    - Offensive team back up until defensive team crosses goal-line with puck
    - ***Coaches, please talk to your teams about this.***

Game Timing / Line Changes

- Games will consist of two (2) 16-minute periods
- Clock **WILL STOP** for line changes every 2 minutes. Puck will be dropped at center ice after each line change.
- Clock will stop for any irregular interruption of play (injury, intentional or excessive delays, etc.)
- If games are running excessively long due to interruptions, the clock will use run-time and will not stop for line changes.

Penalties: *We aim for a clean tournament.*

- All minor penalties will result in the player going to the bench and sitting out the remainder of the shift while their team finishes the shift short-handed.
- All major penalties will result in the removal of that player for the remainder of the game plus the next game. The team will finish the current shift short-handed and will be short-handed the next two line changes.
- Any unsportsmanlike conduct from coaches, players, or fans will **NOT BE TOLERATED.** Calumet Hockey Association reserves the right to eject any person or team for abusing referees, tournament officials, other teams, or other fans.
- **Referees' decisions are final.**
  NO protests will be allowed.
    - Any argument by coaches towards our referees will result in:
        - Verbal Warning.
        - Game Misconduct.
        - Removal from remaining games of the tournament.
- Under no circumstances are coaches/managers, are allowed to talk to referees after the game to challenge a ruling or game outcome
- NO SLAP SHOTS or BODY CHECKING ALLOWED

Tournament Play

- Red & White teams will play 3 round robin games.
- Blue teams will play 4 round robin games.
- There will be no overtime in round robin and games may end in a tie.
- Teams will receive 2 points for a win and 1 for a tie during round robin.
- At the end of the round robin, each pool will be ranked in order by points earned.
- Semifinal and championship games that are tied at the end of regulation will go to a 6-minute sudden death overtime. If still tied, teams will change ends, and go to another 6-minute overtime until there is a winner.

Tie Breakers:

1. Head to Head
2. Fewest Goals Allowed
3. Goal Differential (up to 6 per game)
4. Most Goals Scored (you will only be given credit for up to 6 more than your opponent per game)
5. Greatest Quotient (GF/GA) (6 above your opponent per game/GA)
6. Coin Flip

All Rules are subject to change / Any dispute will be dealt with by the Gipp Tournament Board