



## 1. Eligibility & General Information

The Driftless Ice Classic features a hybrid pool-play and championship format. Teams will compete in either the White or Blue division with each division consisting of a maximum of eight teams.

Teams are guaranteed two pool-play games on Saturday to determine seeding with all teams advancing to a seeded Championship bracket on Sunday.

- All **players must be recognized by USA Hockey**.
- Teams will register and **compete** as **White or Blue** and be grouped accordingly. **We will not have a Red division.**
- Each level (White and Blue) will have **8 team openings**.
- All teams are guaranteed **three games**.
- All participants receive a **medal** after their final game; **champions also receive a trophy**.
- Teams must be **ready 15 minutes prior** to their scheduled game time.
- Teams must **clean their locker room**; any damage will be billed to the responsible team.

## 2. Game Format

### A. Game Structure

- Each game is **42 minutes total**:
  - Warm-up: 2:00
  - 1st Half: 18:00
  - Break: 2:00
  - 2nd Half: 18:00
  - Handshake: 2:00
- Teams **switch ends** after the break.
- Games are **4v4 plus goalies**.
- Played on **half-ice**.
- **Black pucks** (warm-up pucks provided).
- **Intermediate nets**.
- **No offsides, no icing, no penalties**.

### B. Penalty-Related Conduct

- Referees will remind players of:
  - No checking
  - No tripping
  - Do not hit the goalie when covering the puck
- Continued issues:
  - Player removed for the remainder of the shift and replaced
  - Severe or repeated behavior may result in removal from the tournament at the discretion of the referee and/or tournament director

## 3. Shift Changes

- **Buzzer every 90 seconds** for mandatory line changes.
- All skaters must skate **behind their own net** or around the **near defensive-zone faceoff dot** before playing the puck.
- **All skaters must change — no double shifting**, except:
  - Teams with **6–7 skaters** may double shift
    - **Players must double shift equally.**
  - Double-shifting players must still skate behind their net/dot
  - Double-shifting players **cannot be the first to play the puck** on the new shift

#### 4. Puck-in-Play Situations

##### A. After a Goal

- Team **allowing the goal** must take the puck **behind their own net** before attacking.
- Team **scoring the goal** must **tap up** by touching their own net or goalie before defending.

##### B. Goalie Covers the Puck

- Offensive team must **retreat to center ice** before re-engaging.

#### 5. Scoring & Standings

##### A. Official Scoring

- Official score kept at the **scorer's table** (penalty box).

##### B. Round Robin / Pool Play Points

- Win = **2 points**
- Tie = **1 point**
- Loss = **0 points**

##### C. Tie-Breaker Procedure

Applied in order until the highest seed is determined. Once one team is placed, the process repeats for remaining tied teams.

1. **Head-to-head results** (only if all tied teams played each other)
2. **Goal differential**, capped at **+6 per game**
3. **Fewest goals allowed**

#### 4. **Scoring quotient:**

Goals For÷(Goals For+Goals Against)

(Goal differential still capped at +6 per game)

#### 5. **Coin flip**

### 6. **Championship, Semifinal & Quarterfinal Procedures**

#### A. **Championship Game**

If tied at end of regulation:

1. **6-minute sudden-death overtime**, 3-on-3 plus goalie
2. If still tied: **3-player shootout**
3. If still tied: **sudden-death shootout**
  - Home team chooses to shoot first or second
  - All players must shoot once before any player repeats (goalies excluded)

#### B. **Semifinal or Quarterfinal Games**

- Go **directly to a 3-player shootout** if tied
- If still tied: **sudden-death shootout**
- Home team chooses shooting order

### 7. **Authority & Rule Adjustments**

- The **tournament director** (or designee) is the **final arbitrator** of all conflicts.
- Rules may be **modified at the director's discretion**.