FARGO FACEOFF RULES

GENERAL RULES

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- All coaches, players, parents, and fans will respect the officials, tournament staff & volunteers, other players, other coaches and other parents/fans. Failure to do so will result in an ejection from the facility and tournament at the discretion of tournament staff.
- NO checking at any age level
- All teams are expected to leave the benches and locker rooms clean, please respect the facitilies!

ZERO TOLERANCE

- ZERO TOLERANCE for abuse of officials: This applies to players, coaches, and parents. The tournament director reserves the right to remove individuals for abuse of officials
- All decisions made by on-ice officials are final
- If a spectator is asked to leave the rink, and does not comply, the players on the ice will be instructed to return to the bench, play will stop, and the clock will continue to run until that individual removes themselves from the rink.

LIABILITY

- The tournament will assume no liability for personal injury to participants or spectators during the event
- Participants understand we do not have medical staff onsite and assume this risk

COACHES

- Anyone on the bench, besides the coaches, must wear helmets
- Teams must be ready to play 15 minutes prior to the scheduled time. Games may start earlier when time permits and when both teams, official scorers, and referees are ready

POINTS SYSTEM

Regulation Win	3 Points
OT/Shootout Win	2 Points
OT Loss	1 Point
Loss (In Regulation)	0 Points

6 goal maximum differential will be used for all standings calculations

TIE BREAKERS

- Use the following for final round robin seeding:
- Head to Head Points (Larger Point Total Wins)
- Goals Differential (Goals For - Goals Against)
- Goals Differential Percentage (Goals For/Goals Against, Higher # Wins)
- Goals Against
- Goals For
- Coin Toss

Three-Team Ties: Once a team is placed or eliminated from a multi-team tie, the tiebreaking process will reset and begin again from the first tiebreaker with the remaining tied teams.

PLAYER ELIGIBILITY

- A maximum of 17 players may be rostered for any team including goalies
- A team's roster is frozen at the time the team starts their first game - no additions will be allowed
- All players must play at their age level or older - players may not play at a younger age level unless approved by the tournament director
- Teams that knowingly and/or intentionally play an ineligible aged player will automatically receive a 6-0 forfeit loss for all games
- NO Alternate Jerseys will be allowed - if you do not have your correct jersey you will not be eligible to play

PLAYER OF THE GAME

- At the conclusion of each game after the teams shake hands both teams will line up on the blue line where the player of the game will be announced and given their award.
- The player of the game will be selected by the coach of their team
- The score keeper will take a photo of each player of the game for our social media pages.

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TERMITE/6U RULES

GENERAL RULES

- NO checking
- NO Slapshots at the termite/6U level
- Icing and Offsides will not be called at Termite/6U level
- Termites/6U will use smaller nets, blue pucks and NO goalies

COACHES

- Coaches - please check in with the rink manager (running the clock) after your ice time, to help move the boards so the zamboni can get on quickly. Thanks for pitching in to keep things running smoothly!

POOL PLAY GAME FORMAT

- Games will take place on Cullen Hockey Center : Sanford ice
- 1 Hour Ice Times - Includes (2) 25-minute run-time games
- Games will be played cross-ice, with three games running simultaneously on a single sheet of ice
- Cross Ice Dividers (Boards) will be set up on the blue lines
- Games will be played 3v3 with the 4th skater standing/rotating through the goalie position each shift.
- Each shift will start with a face-off at center ice
- Ice Time Schedule:
  - 5 minute warm up
  - GAME #1: 25 minute game, run time
  - 5 minute warm up / find your next mini rink
  - GAME #2: 25 minute game, run time

LINE CHANGES

- The buzzer will sound every 2:30 seconds minutes to signal a line change
- Play will stop at the horn, and the puck will be placed at center ice for the next shift's faceoff (recommended for this age group, to keep things organized and fair)
- The Clock, Buzzer, and Music will be managed by one of the Fargo FaceOff Volunteer Rink Managers

POST-GOAL POSSESSION

- After a goal, the "scoring" team must retreat to their half of the ice (back to their defensive zone)
- The non-scoring team may take immediate possession of the puck and begin play once the scoring team has cleared the zone

REFEREES

One paid-volunteer referee will be assigned to each cross-ice game (due to referee shortage, we are not able to hire certified referees at this level) . Please remember these are just kids helping to make it possible for termites to play in the Faceoff, BE KIND, there will be ZERO tolerance for any abuse of these officials.

SCORING

- Score will be recorded for each game
- The Fargo FaceOff will provide a scorekeeper (entering scores into GameSheet)
- Goals will be displayed on a Flip Board
- Stats may not be recorded accurately (to keep the flow of the game)
- A maximum 6-goal differential will be displayed on the scoreboard

FARGO FACEOFF RULES

TERMITE/6U RULES

PLAYOFFS FORMAT

- Each team will have 3 hours of "round robin" icetime, and during that time - they will play (6) 25-minute games, before their ice time on Sunday
  a. Consolation Ice Time (5th & 6th Place Teams)
     - 25 Minute Game
  b. Championship Ice Time (1st - 4th place teams)
     - Gold Medal Game & Bronze Medal Game (25 mins)

PENALTY POLICY

At this age level, we aim to keep the game moving, and let the kids play hockey
- Minor infractions that do not impact safety or scoring chances will not be called
- Obvious or Dangerous Plays: If a player commits an obvious penalty (e.g., trip, slash, rough play), they will receive a verbal warning and the coach will be notified. If the behavior continues, the referee may call a rushed penalty shot:
- The fouled player will start at center ice, all other players must line up near the opposite net, once the fouled player touches the puck the other players chase the fouled player. If the player scores, a faceoff will take place, if they do not score play continues on.
- Play resumes immediately after the shot
- The clock will not be stopped for a penalty shot
- If the behavior continues after the verbal warning and penalty shot, the referee reserves the right to remove the player from the game, to maintain the safety of all participants.

TIE BREAKERS

At the end of regulation time, if the game is tied, we will have a "RACE FOR THE WIN" tiebreaker challenge:

"Race for the Win" Set Up:
- No goalies, you are using a small cross-ice net
- Teams will pick one skater each for the race
- Both skaters line up, on either side of the net (in their own lane)
- Place a cone at the "top" of each lane (around center ice)
- Set a puck halfway between the cones and the empty net

What Happens:
- Line up 1 player from each team at designed starting points - backs against the boards
- Place one puck at center ice (neutral spot)
- On the whistle:
  - The players race around their cones
  - Grab the puck
  - Then skate it down and try to score on the small, empty net
  - First Player to score wins it for their team

Who Wins?
- The race will be repeated 3 times! A different player must be used for each race. The team who wins the most rounds, wins the game!
- GameSheet points:
  - "Race for the Win" winning team will receive 2 points for an OT win
  - The opponent will receive 1 point for an OT loss

FARGO FACEOFF RULES

MITE, SQUIRT, & PEEWEE RULES

GENERAL RULES

- NO checking
- Slapshots are allowed at the mite, squirt, & peewee levels
- Tag Up Offsides will be used at the mite, squirt & peewee levels
- During a shorthanded situation, the shorthanded team will be allowed to ice the puck
- Rules and game times are subject to change based on the integrity of the tournament
- Games may start earlier than scheduled times, teams need to be dressed and ready to play a minimum of 15 minutes prior to game time.
- The Fargo FaceOff will provide timekeepers and scorekeepers for each game
- Mite/8U and Squirt/10U Divisions: Only certified referees will be used:
  a. Due to a referee shortage, there may be games with only one official
  b. All decisions made by on-ice officials are final
- The Fargo Faceoff will provide warm up pucks for each game

PLAYING RULES

1. (3) 15-minute, stop time periods.
2. Running time ensues at a 6-goal lead (3rd period only)
3. We will show a 6 point score gap on the scoreboard
4. 6 Goal Max Differential will be used for all standings calculations
5. 3-5 minute warmup depending on available time
6. Each team will be given (1) 45 second timeout per game
7. Maximum 6 goal differential will be applied
8. The ice will be resurfaced at the end of each game

PENALTY ENFORCEMENT

1. USA Hockey Rules will be used for this tournament (unless otherwise mentioned below)
2. Minor = 2 minutes || Major = 5 minutes || Misconduct = 10 minutes (bench players do not need to serve a misconduct)
3. Ejection: Player and/or Coach is removed from the current game only (Tournament Director reserves the right to eject the individual from the entirety of the tournament)
4. Fighting: Automatic tournament disqualification
5. Any penalty deemed serious with an intent to injure will result in a 5-minute major and a tournament disqualification
6. A player receiving 4 penalties will be ejected from the remainder of the current game
7. Any major penalty will count as 2 penalties
8. All referee decisions are final. Protests will not be allowed.
9. ZERO TOLERANCE for the abuse of officials

POOL PLAY OVERTIME RULES

- Immediate 3-minute 3v3, sudden death, stop time OT will be played upon conclusion of a tied game
- If there is no winner at the end of OT, a 3 player shootout will take place, if still tied sudden death shoot out takes place, you must go through your entire roster before a player can shoot again.

CHAMPIONSHIP OVERTIME RULES

- Immediate 5-minute 3v3, sudden death, stop time OT will be played upon conclusion of a tied game
- If there is no winner after conclusion of OT, we will go to a 3-man shootout, if still tied sudden death shoot out takes place, you must go through your entire roster before a player can shoot again.