

Beaver Dam Spooktacular 3x3 Tournament Rules

- All locker room doors will be propped open for the entire tournament. Any team or individuals caught shutting the doors will not be allowed in the locker room area. We encourage all players to wear their base layer to the rink.
- There will be tournament staff monitoring the hallway throughout the tournament.
- Each team must provide an adult monitor for inside the locker room in accordance with USA Hockey.

1. Games are played on a single ½ sheet of ice with one goalie.

2. Points System: Points will be awarded to each team per pool play game to create the seeding for bracket play. Points are awarded based on the following criteria:

- 2 points for each period won, 1 point for each team if it's a tie
- 1 point for a shutout per period
- 3 points for the Win. 1.5 to each team if it's a tie
- 9 points possible per game

3. Games will consist of two, ten-minute running periods. The clock will stop for injury, time outs, penalty shots or if the ref deems it necessary.

- Each team will be allowed one-30 second timeout per game. Timeouts can only be called when in possession of the puck or after a goal is scored.

4. Teams will consist of four players, three of which are on the ice at one time. Free substitution is allowed. Players must be within 5 feet of the blue line before sub can enter play.

5. Rock, paper, scissors will be held at the start of each game, the winning team will have their choice to start with puck either 1st or 2nd period. The same method will be used for shooting first or second if a shootout is required.

6. The center board is out of bounds. If the puck touches the boards, possession changes to the opposition from the last team that touched the puck.

7. "TAG UP"

- Every change of possession the puck and all team members must "TAG UP" by entering the neutral zone.
- Teams in the neutral zone have 5 seconds to leave the area otherwise defensive players can attack the puck
- No offside rule is in effect after "TAG UP."
- If a player fails to tag up and actively joins the play the referee will stop play and result will be a turnover.
- Defensive players cannot force the play in the neutral zone during the 5-second free period. One warning will be given for this infraction. The second occurrence will result in a penalty. If the defensive team fails to legally clear the puck and resumes play on the attack, the play will immediately be blown dead by the official and the puck awarded to the other team.

8. A team which leaves the neutral zone cannot re-enter the neutral zone while still in possession.

9. If an uncontrolled puck crosses the blue line into the neutral zone, control of the puck will be awarded to the first team to touch the puck. The referee will award the puck and start counting on the 5-second free time, all team members must Tag Up.

10. Goals scored by the defensive team will result in a goal for the offense.

11. The puck may not be shot on net from the neutral zone. No goal awarded from the neutral zone.

12. No slap shots allowed.

13. When the goalie freezes the puck resulting in a stoppage in play, possession will be awarded to the defensive team into the neutral zone.

14. Play will be stopped on a penalty as according to USA Hockey rules.

- On the first penalty of the period, the puck will be awarded in the neutral zone to the non-offending team. Every subsequent penalty charged to the same team, in that period, will result in a penalty shot.
- Non-major penalties will be counted as one penalty. Major penalties will count as two

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penalties and result in a penalty shot. The person fouled will take the penalty shot.

- If a goal is scored on a penalty shot the puck changes possession. If a goal is not scored on the penalty shot, play immediately resumes and the puck is live. Players not taking the penalty shot must remain behind the blue line until the shot has been taken.
- If a goal is scored during a delayed penalty call, the goal will count and no penalty will be assessed.
- A penalty by the goalie will count against the defending team. Three penalties by any goalie during the entire tournament will result in the disqualification of the goalie.
- A team will forfeit any game in which they commit eight penalties.
- If there are coincidental penalties which both result in penalty shots, the team in possession of the puck will shoot last. The puck will be dead after the 1st penalty shot, teams will then line up at the blue line and the puck will be live after the second team shoots.

15. No checking is allowed at any level.

16. TIES:

- Pool play games may end in a tie.
- A shootout will be initiated for bracket play games that are tied at the end of regulation. Shootout will go as follows:
 - All four players on a team will shoot alternating shots with the most goals winning.
 - If the score is still tied after the first round, the shootout will continue in the same order and will end on the first one to score.

17. Zero tolerance will be strictly enforced. Any player ejected for fighting, vulgarity, etc. will result in the entire team being disqualified from the tournament.

18. If a player is ill or injured and cannot continue, a substitute player can be used. Players registered on another team are not eligible even if already eliminated. *The substitute player is added to the roster of the team and is not eligible to substitute on any other team.* The player being replaced cannot

return to the tournament. The host may have extra players available if needed.

19. Coaches & players: Know the rules of the tournament. Challenges must be made immediately. The decision of the on-ice official is final. If a challenge is made during play, the game clock will be stopped.

20. Coaches under 18 need to have a helmet on if coaching on the ice. Max of 2 Coaches per bench. Coaches must be older than players.

This is a tournament for players to showcase their skill against other skilled players. **We run this tournament based on honesty and merit. Players/coaches/spectators that are not abiding by these guidelines may be disqualified and blacklisted from the Beaver Dam Spooktacular per tournament official discretion.**

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Goalie Rules:

Goalies are competing individually against each of the goalies in their division. Every game counts towards the goalie's Save Percentage and Goals Against Average. The goalies will be awarded points based on the accrual of each category, which will be determined upon the completion of their games. Overtime shootouts won't be counted against goalies.

The last way for a goalie to achieve points is by having shutouts. Goalies will be awarded half a point for each shutout.

Goals and shots due to penalties will not count towards percentages Points are based on the number of Goalies per division.

Example for a division with 4 Goalies:

- 1st = 4 pts
- 2nd = 3 pts
- 3rd = 2 pts
- 4th = 1 pt
- Shutout = 0.5 pt

The top two-point leaders will play in the semi-final games. The Goalie with the most points will pick the game they want to goaltend. Semifinal games will be head to head. The goalie with the most points will play in the Championship game.

Tiebreakers Pool/Bracket Play:

- Goals Against
- Most Shots

Tiebreaker Semi-Final Games:

- Game stats will be added to overall accrual
- Goals Against Average

If a tie remains after the above criterion have been met, the goalie that has played the most games will pick a card from the tournament director. The number displayed on that card will be the game that is thrown out.

This is a tournament for goalies to showcase their skills against other skilled players. **If there is suspicion that a Goalie is purposely giving up goals in favor of a team to win, they may be disqualified per tournament official discretion and may be blacklisted from the Beaver Dam Spooktacular and/or other Beaver Dam Hockey Association events.**