

Danglefest 2026 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 baselayer to the rink.
- There will be constant monitors walking the hallway throughout the tournament
- Each team must provide an adult monitor for inside the locker room

1. Games are played on a single $\frac{1}{2}$ sheet of ice with one goalie.
2. Points System: 8 possible points
 - 2 points for each period won, 1 point for each team if it's a tie
 - 1 point for a shutout
 - 3 points for the Win. 1.5 to each team if it's a tie
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 a 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 can not 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.
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 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. In pool play games will end in ties, during bracket play, after regular time the game will go into a shootout. Shootout will go as followed: 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 and 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.

This is a tournament for players to showcase their skill against other skilled players. We run this tournament based on honesty and merit. If tournament officials find that Players/parents are not following tournament rules, those will be disqualified and blacklisted from Danglefest.

Goalie Rules:

Goalies are competing against each of the goalies in their division. Every game counts towards the goalies Save Percentage and Goals Against Average. The goalies will be awarded points based on the accrual of each category, the points for these can only be awarded after the goalies have played all their games.

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

****New for 2024: Goals and shots due to penalties will not count towards percentages**

Points are based on the number of Goalies per division.

EX: 4 Goalies means 1st = 4 pts: 2nd = 3 pts: 3rd = 2 pts: 4th = 1 pt

Shutouts = .5 point

The top two point leaders will play in the semi-final games. The Goalie with the most points will pick which game he wants to goaltend for. 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

Each division has offsets with the number of games each goalie has.

The goalie that has more games then the rest:

- After their last game will come to the score table and draw a card
- The card will have a number on it which represents the game number that will be replaced by the last game played

*The stats from last game will be override the stats of the game number on the card

This is a tournament for goalies to showcase their skills against some really good players and we would hope that under no circumstances goalies would purposely give up goals to allow a team to win. If tournament staff has any suspicion that this is happening, goalies are subject to disqualification and will be blacklisted from Danglefest.