

2025 Snowball Shootout Rules

December 5-7 2025

Game Time

- 2 half-ice rinks with hard boards separating each rink
- 42-minute games – three 14-minute periods
- Line changes on the ref.
- Face-off will occur at the beginning of each period.
- The ice will be cut every 1-2 hours

Game Supervision

- Each team will be required to have one coach on the bench at all times
- Game officials and scorekeepers/clock operators will be provided for all games.
- Referees will be certified officials from the Cleveland Suburban Hockey League

Goaltenders

- Intermediate nets will be used in all divisions
- A goaltender in full goalie gear is required to guard the net and will have full goalie privileges.
- When the goalie freezes the puck, or after a goal, the team that shot/scored will retreat to mid-ice; the advancing team will receive the puck and play will resume; the clock will run
- Teams may rotate goaltenders or use the same player in net throughout the tournament in all divisions
- Pulling a goalie: A team may pull its goaltender in the final period with 3 minutes remaining in the final period
- It is not permitted to pull a goaltender prior to this time in the game
- If the other team scores into the empty net, the team may put its goaltender back in the net if they choose to.

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Line Changes

- Line changes instigated by a buzzer every 2 minutes
- Players on the ice must immediately stop playing the puck when the buzzer sounds and abandon the puck to return to their bench
- Goalies, however, must remain aware, even after a buzzer
- A puck shot before the buzzer, coming at the goaltender is a live puck, and the goalie should attempt to stop it.
- If the pre-buzzer shot beats the goalie and goes in the net, or if the goalie stops playing the puck upon hearing the buzzer and the puck enters the net, the goal will count.

Benches and line changes:

- A new line of players may NOT step on the ice until the buzzer sounds
- Play will resume after the ref initiates play

Penalties:

- If a player commits a penalty, the player will be sent off the ice for the remainder of his/her shift. The offending team will play 3v4 for the remainder of the shift.

Warm-ups & Timeouts

- There will be a 1-minute skating warm-up before games (no pucks)
- There are no time-outs except for injury timeouts.

Injury Timeouts

- If there is an injury on the ice, the person officiating that rink will alert the timekeeper.
- The timekeeper will hit the buzzer two times to indicate an injury
- Players on all mini-rinks will take a knee until the situation is resolved

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Scoring

- The score will be kept
 - Max goal differential is 7 goals
 - No score will be entered in the standings beyond 7 goal differential
 - Any forfeited game will be recorded as a 3-0 score.
- No individual stats will be kept
- Breakdown
 - Win – 2 points
 - Tie – 1 point
 - Loss – 0 points
- No overtime or shootouts in round-robin play.

Jersey Colors

- Jersey colors will be assigned based on the home or away team.
 1. Home Team - White/Light Jersey
 2. Away Team - Dark Jersey

Brackets and Playoffs

- Each team plays the other teams in its bracket once (3 round-robin games)
- Seed 1 and Seed 2 Teams at the end of pool play advance to the Championship
- Seed 3 and Seed 4 Teams at the end of pool play, play in the consolation game

Championship Game (Seed 1 vs. Seed 2)

- A Championship Banner and Runner-up Trophy will be awarded on the ice
- Championship and Runner-up Medals will be awarded on ice to each player

Consolation Game (Seed 3 vs Seed 4)

- No awards will be presented

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Tournament Tie Breakers:

1. Most wins
2. Head to Head record (if applicable)
3. Goal Differential
 - a. The maximum goal differential per game is 7
 - b. Any forfeited game will be recorded as a 3-0 score.
4. Fewest Goals Against
5. Most Goals For
6. A flip of the coin.
 - In the case of more than two teams involved in a tie-breaker situation, the entire set of tie-breakers will be used to determine the first team to be eliminated. Then the entire tie-breaking protocol will be used with the remaining two teams to again eliminate the team losing via tie-breakers.
 - If there are more than 3 teams tied, the entire protocol will be used again to eliminate teams until there are 2 teams remaining.
 - Of those two teams, one will be eliminated via the tie-breakers
 - In each instance, the entire tie-breaking protocol will be used, beginning with point 1.

Championship/Consolation game tied at the end of regulation

- If a Playoff game is tied at the end of regulation there will be a shootout
- The shootout will consist of 3 players for each team
- The visiting team shoots first
- If the score remains tied after the first 3 shooters for each team, additional players will shoot until a winner is determined.
- Additional rounds are not sudden death
- No player may repeat until all players have shot once.
- Shootout order must be presented before the start of the Championship Game