



## Welcome to the 2025 Fargo FaceOff!

Players, coaches, parents, and fans - thank you for joining us for an unforgettable weekend of hockey! The Fargo FaceOff was built to kick off the season with competitive games, big-time energy, and memories that will last long after the final buzzer. Our goal is to bring families and friends together at the rink, celebrate the game we love, and set the tone for an incredible season ahead. Let's make this a great weekend!

## RULES & REGULATIONS | TERMITES/6U DIVISIONS | WHAT TO EXPECT

### Operational Rules:

- 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.
- Termite 3v3 General Rules:
  - NO CHECKING!
  - Slapshots will NOT be permitted at the Termite level
  - Icing and Offsides will not be called at the Termite level
- Termites Divisions will use:
  - Smaller Nets
  - Blue Pucks
  - No Goalie Equipment
- The Fargo FaceOff will provide staff to manage/referee the games, timekeeper and scorekeeper
- Music will play for the duration of the ice time - keeping energy high in the rink!
- Each Termite game will be reffed by a paid volunteer:
  - ***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
- 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
- At the conclusion of each game, ONE coach from each team must come to the Score Box to verify the information on the official score sheet and sign the score sheet. If a coach fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations
- 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

*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 / Round Robin Game Format :

- All Termites 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

### 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
- GameSheet will reflect the actual score

### Pool Play / Round Robin Game Format :

- Each team will have 3 hours of "round robin" icetime, and during that time - they will play (6) 25-minute games, before breaking off into two ice times on Sunday:
  - a. Consolation Ice Time (5th - 8th place teams)
    - Semi Finals (25 minutes)
    - 5th Place Game & 7th Place Game (25 minutes)
    - During this ice time, games will only take place on CHC: Sanford #1 & #3
  - b. Championship Ice Time (1st - 4th place teams)
    - Semi Finals (25 minutes)
    - Gold Medal Game & Bronze Medal Game (25 minutes)
    - During this ice time, games will only take place on CHC: Sanford #1 & #3

### Officials :

- 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)
- Termite 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 go down on 1 knee, near the opposite net, until the shot is completed*
  - *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.

## Termite Tiebreaker Rule:

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! 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

## Points System:

- Regulation Win : 3 points
- OT/ShootOut Win : 2 points
- OT Loss : 1 point
- Tie : 1 point each
- Loss (In Regulation) : 0 points

## Pool Play Tie Breakers:

1. Used to determine final round robin seeding:

- Head-to-Head Points (Team with the larger points total gains the higher position)
- Goals Against (Team with the least goals against gains the higher position)
- Goals For (The team with the most goals scored gains higher position)
- Goal Differential - Max. 6 (Goals Against Subtracted from Goals Scored)
- Coin Toss