



## Halloween Havoc Tournament Rules

- All required equipment is required to be worn at all times during game play
- Tournament is in “running time” format; all penalties will be timeserving, 30 seconds or a minute. Penalties can be longer than 1 minute and/or “non-releasable” at referee’s discretion, just as in standard game play. Penalties begin on the official’s re-start.
- Any fighting or disrespect towards an official will result in expulsion. The tournament directors will determine the length.
- If a team is scheduled four games, their fourth game will not count towards the official standings. This game is needed due to uneven divisions. We selected each team that scheduled a fourth game at random.
- Teams are required to play ALL scheduled games. This tournament has an extensive waiting list. If a team leaves early, they will not be invited back in future years.
- Man ball is played at all levels
- Long Poles are permitted at all levels (4 poles)
- 2 pts Win, 1pt for Tie, 0 for a loss
- The official score is kept at the score tables; please confirm the final score prior to signing the card. Cards will be collected and will be entered into tourney machine by the tournament staff.
- **PLAYOFF Tie Breaker (2 Teams): Points, Head-to-head (if teams played each other), Goals Against, Coin Flip**
- **PLAYOFF Tie Breaker (3+ Teams): Points, Goals Against, Coin Flip,**
- Injuries need to be reported to head trainer or tournament staff

### GAME PLAY:

- **Games consist of 4 10 minute quarters with one minute in between each.**
- NO Time outs
- Time will be kept at Tournament HQ
- Sub on fly at all levels
- Refs keep the time on penalties, **penalties are running time**
- One long air horn blast starts the game and one long air horn will end the game.
- No Mercy Rule for all Grade Levels.
- Teams don’t need to keep ball in offensive box within final two minutes of the game
- Braveheart will **only** take place in playoff and championship games.
  - Each team fields 3 position players (One Defensemen, one midfielder, one attackman) and 1 goalie. Starts with a face-off. Only 1 player per team allowed on offensive side of the field, or the play is off-sides. NO SUBSTITUTIONS ALLOWED. Goalie cannot cross the midfield line. First goal wins.
  - Braveheart Penalty: Fast break at mid-field line 3 step head start.

### YOUTH SPECIFIC RULES (Grades 2-8)

- No clearing times will be in effect, though the 4-second crease rule for goalies still applies.
- Body checking limited to a “1 step rule”
- No one handed checks

### RULES RELATED TO INCLEMENT WEATHER:

- There are no “rain dates” assume that games will be played on their scheduled dates.
- If inclement weather causes a game stoppage (i.e. lightning sighting) during the event, the following rules apply:
  - Play will stop for until the Tournament Director deems the weather suitable for resuming
- If the delay is substantial, Tournament HQ may make a decision to shorten all remaining games until the tournament is back on time.