

CCSA Iron Man Tournament

- Rules & Format -

- Teams will consist of four “skaters” and a goalie.
 - Teams may start the game with 3 skaters and a goalie.
- Games will consist of one 12-minute period. Teams will have a maximum of a two minute warm up or a minimum of a one minute warm up period prior to each game.
- There is no stop time during the game.
 - No time outs.
 - Clock will be only stopped for injuries and at the referees’ discretion.
- Face-offs will only occur at the beginning of the game and if the puck goes out of play.
 - For all other stoppages, including when a goal is scored, the scoring team will clear out of the attacking zone from the low face-off dots down. The other team will then begin play with the puck.
 - The puck must be taken behind the end line prior to advancing it (goalie drops the puck to the right or left of the net, as soon as a player touches the puck, play resumes or within 5 seconds, whichever comes first).
 - Failure to immediately give the required clearance will result in a penalty shot being awarded.
- All minor and misconduct penalties will result in a penalty shot in running time.
 - Change of possession to the offending team in attack zone if no goal is scored.
 - If a penalty occurs but the clock runs out before the shot can be taken, the penalty shot will still take place and the goal allowed (if scored).
 - A major penalty will result in ejection from that game and the ejection of that player from the remainder of the tournament. A team will be permitted to play with 3 skaters and a goalie.
- An eight goal "mercy" rule will be in effect. (The game will end when the goal differential reaches eight.)
 - If a mercy occurs, the following game will start immediately (after at least the minimum one minute warm up period).
- Tie in Regular game: No overtime or shoot out.
 - Tie in Playoff: Sudden death shoot out.
 - Tie in Championship game only: Four Man Shoot Out.
- Points: (Win – 2 Points) (Tie – 1 Point) (Loss – 0 Points)