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## Playing Rules

The tournament will be played under the EUROHA Playing Rules.

Here are some additional rules for the tournament.

1. Teams must dress a minimum-playing roster of eleven players (ten skaters and a goaltender). Note: Special circumstances with regards to this rule may be reviewed by the Tournament Committee and their decision shall be final.
2. Teams having one goalkeeper must accept a goalkeeper assigned or approved by the Tournament Committee in the event of an injury, sickness, or suspension to the original goalkeeper.
3. To be eligible for the play-off games the player's name must appear on the team roster and he must have participated in one of his team's games.
4. Tournament game(s) that result in a default, the final score will be recorded as a 2-0 victory for the non-defaulting team.
5. Should a score differential be more than 7 goals for one team, the players stats shall count towards the game, however the team's final score will be no more than a 7goal spread.
6. It is the responsibility of the teams and the players to understand the Playing Rules as they apply to suspensions. A team may forfeit their next game(s) if they play a player who has received a penalty resulting in a suspension plays the next game.
7. Teams are requested to be ready to start their tournament games at the designated times. Games will start on-time.
8. All equipment worn by players must be qualified and approved hockey equipment.
9. While on the ice, all players must wear qualified and approved hockey helmet or equivalent with the chinstrap properly fastened under the chin.
10. Goalkeepers in the Cup shall be required to wear approved hockey helmet or equivalent to which a facial protector has been securely attached and not altered in any way. It is recommended that all goalkeepers wear a throat protector.
11. A mercy rule will be in effect in which the game will go to running time if there is a five (5) or more goal spread with 2 minutes remaining in regulation time. No stop time.
12. Teams are permitted to take timeouts, if a team is deliberately delaying the game in any manner that team will be assessed a bench minor penalty for Delay of Game.

13. The clock will only stop for 1 minute if an injury occurs. In the event of a serious injury, the game will be stopped until the injured player has been attended to. The game will then continue. The schedule may then be altered reflecting the delay.

#### Penalties & Infractions

14. A player, including a goalkeeper, assessed a major penalty shall be ruled off the ice for the remainder of the game (major penalty plus game misconduct). The penalized team shall place a substitute player on the penalty bench to serve five minutes actual playing time.

15. Penalty Types:

- A Game Misconduct penalty assessed under Abuse of Officials, Unsportsmanlike Conduct/Misconduct, does not incur automatic suspension, unless it occurs in the last 10 minutes of the game (regular playing time including overtime), in which case the penalized player shall be suspended for a minimum of the next tournament game. A total of 10 minutes shall be charged in the records against the penalized player for a Game Misconduct penalty.
- Major Penalty, (5 min) A player, including a goalkeeper, assessed a Major penalty shall be ruled off the ice for the remainder of the game (Major penalty plus Game Misconduct). The penalized team shall place a substitute player on the Penalty Bench to serve five minutes actual playing time.

Note: the only exception to this rule is when a Major penalty has been assessed for an accidental high stick, in which case the Game Misconduct shall not apply.

- Gross Misconduct Penalty, any player or team official incurring a "Gross Misconduct" penalty shall be ejected from the game. A substitute for the penalized player shall be permitted immediately.
- Match Penalty, any player or team official incurring a "Match" penalty shall be ordered to the dressing room immediately for the balance of the game will not be permitted to take part in any further games until his case has been dealt with by the discipline committee.

20. Fighting, Rule. A Match penalty shall be assessed to any player who is identified by the referee as the instigator or aggressor in a fight. The opposing player may then be assessed a Match penalty if he fights back or continues the altercation, a minor penalty for roughing, or no penalty at all, depending on the circumstances.

Note: If two players throw the first punch simultaneously, then both players will receive Match penalties.

21. Boarding and Body Contact, A Minor or Major penalty, at the discretion of the referee, based upon the intent and the violence of the impact with the opposing player, shall be assessed to any player who intentionally bodies, pushes, shoves, stands in front of an opponent for the purpose of making contact, and/or does not avert body contact with an opponent. When injury results from intentional body contact a Major penalty shall be assessed.

- In the event that a player, by committing an infraction of the rules, causes an opponent to collide with the boards, the Minor penalty normally assessed under

the rules will be waived and a Double Minor penalty shall be assessed. The Major and/or Match penalty applicable to the rule, will be assessed in the normal manner.

Note: The Double Minor penalty assessed under this rule shall count as two (2) penalties in the application of the Three Penalty Rule.

Where, in the opinion of the referee, accidental contact has taken place, no penalty shall be assessed.

## 22. Head Contact

- A major penalty shall be assessed to any player who contacts an opponent in the head, face or neck with any part of the player's body or equipment. If a stick is used on contact this infraction falls under the High Sticking Rule.

Note: All contact above the shoulders is considered Head Contact.

- A Match Penalty shall be assessed to any player who deliberately attempts to injure or deliberately injures an opponent under this rule.

## 23. High Sticking

- A Minor penalty shall be assessed to any player who checks an opponent or intimidates an opponent while carrying their stick above the waist height of their opponent.
- A player who accidentally or intentionally contacts an opponent above the normal height of his shoulders with a high stick shall be assessed a Major penalty, whether or not injury results.

Note: A player who is assessed a Major penalty for intentionally contacting an opponent with a High Stick shall also incur a Game Misconduct. The Game Misconduct penalty shall not apply to players assessed with a Major penalty for an accidental High Stick, except when injury results, then the Game Misconduct penalty shall be assessed.

- A Match penalty shall be assessed to any player who deliberately attempts to injure or deliberately injures an opponent with a high stick.
- Contacting the puck with the stick above the normal height of the shoulders is prohibited. When it occurs, play shall be stopped immediately, and a Minor penalty shall be assessed to the offending player.

## 24. Slap Shot

- Any player who uses a slap shot (raising the stick above the waist) during the game shall be assessed a minor penalty. If an injury to an opponent results, a major penalty shall be assessed.
- A player who uses the action of a Fake Slap Shot for the purpose of intimidating an opposing player and/or opposing goalkeeper shall be assessed a minor penalty.

25. Players and/or Team Officials who, by virtue of penalty(ies) assessed, are suspended for the balance of a game and any further game(s) and will not be permitted in the playing area. Failure to comply with this rule may lead to further action taken against the team and person(s) affiliated with the team, including assessing Delay of Game penalties.
26. The referees are instructed to apply the rules firmly in regard to acts of violence.
27. Any player who receives 3 minor penalties for stick infractions during the game, will be ejected for the remainder of the game. No further penalty will be assessed.

Rules may be changed by Solna Hockey and are subject to review prior to the tournament.