

Daytona Beach Blast 2006 Rules

All tournament games will be played under the playing rules of USA Hockey Inline. Included below are exceptions to the USA Hockey InLine rulebook that will be used for the Daytona Beach Spring Breakaway 2006 InLine Hockey Tournament

1. The Pro-Shot IDS puck will be used for all games.
2. Mouth guards MUST be worn by ALL participants.
3. Shin pads MUST be covered by ALL participants by pants.
4. 8 goal differential mercy rule is in effect for all games. Once the goal differential reaches 8, the game will officially end. If it occurs in the 1st half, play will continue until the end of the half. If it occurs in the 2nd half, the game stops immediately.
5. Games will be 2 x 16 minute halves running time. Stop time will commence in the final minute with a 2 goal spread or less. NO Timeouts until playoffs.
- 6a. Ties during round robin play end in a tie.
- 6b. Ties during playoff games will play infinite 16 minute overtime periods. When a team scores a goal in overtime, the game shall end immediately, and the team scoring the goal shall be declared the winner.
7. STRICTLY ENFORCED!!!! -->ALL TEAMS are required to be dressed and ready to play 15 MINUTES prior to their scheduled start time. A violation will result in a 2 minute minor being assessed for delay of game, then if the team is still not ready, the game will be declared a 1-0 forfeit, with the captain of the non-offending team being awarded the goal. If a forfeited game has any bearing on a tie-breaker, all games involving the forfeiting team will be thrown out for tie-breaker purposes)
8. All boarding penalties will be either a minor or a major penalty at the discretion of the referee.
9. Fighting will NOT be tolerated. All fighting majors assessed will result in ejection from the entire tournament (this includes other age divisions in which the offending player/coach is rostered).
10. Any player incurring a suspension must serve that suspension in the age division in which it was incurred, before being permitted to participate in any other games in another age division. If that player is unable to serve the suspension in his age division, he is no longer eligible to participate in the tournament until doing so.

(eg.1: Team A Player #4 receives a game misconduct in the final game for Team A in the 10< division. Team A Player #4 is also playing for Team A in the 12< division. Since Team A in the 10< does not play any more games, Team A Player #4 is unable to serve that suspension, and thus, is ineligible to participate for the 12< team.)

(eg.2: Team A Player #4 receives a game misconduct in a game for Team A in the 10< division. Team A Player #4 is also playing for Team A in the 12< division. Team A in the 12< plays their next game before Team A in the 10< plays their next game. Player #4 is ineligible to play for Team A in the 12< because his suspension has yet to be served.)
11. All Game Misconduct penalties result in game ejection. However, if the game misconduct is assessed with less than 5 minutes remaining in the second half or in overtime, the player will be assessed a 1-game suspension in addition.
12. All Match penalties will result in a minimum of a 1-game suspension. A hearing will be conducted immediately to determine any further disciplinary action.
13. All Gross Misconduct penalties will result in immediate tournament ejection for that player/coach. If necessary, the offending player/coach may be ejected from the facility as well.
14. TIE BREAKERS:

*If 3 or more teams are tied, use the following, in order of appearance, to place the teams. If at any step in the tie-break procedure a team or teams are placed, return to top of procedure to place remaining tied teams:

*NOTE: If a game involving a forfeit directly affects a tie-breaker, then all scores involving the forfeiting team are discarded for tie-breaker purposes.
 1. Least number of games forfeited
 2. Total Goals Against in head to head games amongst tied games.(only used if all teams involved in tie played each other an equal number of times)
 3. Total Goals For in head to head games amongst tied teams. (only used if all teams involved in tie played each other an equal number of times)
 4. Total Goals Against (Round Robin)
 5. Total Goals For (Round Robin)
 6. 4 player Shootout
 7. Sudden death shootout (must use whole roster before a player may shoot again, team shooting second is always given a chance to tie if team shooting first scores)
*If 2 teams are tied, then the head to head result supercedes the tie-breakers above. If the head to head result is a tie, then use above tie-breakers.

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15. All teams are responsible for being in possession of proof of age AT ALL TIMES at the tournament. Birth certificates, or passports, or driver's licenses are the ONLY acceptable forms of proof. If you are unable to provide proof of age of a player, that player is ineligible, and any game that player participates in throughout the tournament is declared a forfeit against the ineligible player's team.

16. All teams are responsible for the locker rooms/changing areas. If your team is found guilty of damaging rink property, the coach of the team will be held financially responsible.

17. Teams are responsible for their spectators. Daytona Beach Blast and FCIHI reserves the right to refuse admission to any spectator, and to remove any spectator who becomes unruly. Teams may forfeit games due to unruly spectators at the tournament's discretion.

18. Teams must bring their own pucks for warm-ups. Game pucks will be supplied by the tournament, and will NOT be available for warm-ups under any circumstances.

19. All players AND coaches are required to register with USA Hockey InLine. The \$10 Weekend Warrior membership is available. Forms will be sent to all teams. ALL NON-registered players AND COACHES on rosters will be required to complete this form, and submit it with \$10 per form to the Tournament Director with the team entry package.

20. All rosters must be submitted to FCIHI prior to the tournament. All rosters will be considered FINAL at 8:01PM Eastern Time on Friday, July 7, 2006. No Roster Additions will be permitted after this deadline. This is a firm deadline that will not be extended for any reason.

OTHER TOURNAMENT INFORMATION

1. The protective netting behind the NORTH goal IS IN PLAY only if the puck immediately returns to play.

2. The roof and anything attached to the roof IS OUT OF PLAY.

3. All walls behind both goals, including the wall above the netting behind the north goal, is in play, so long as direction of the puck is not altered in an unnatural way.

4. If the puck hits the SCOREBOARD and the direction of the puck is altered or reversed, it is OUT OF PLAY.

5. The wall along the side of the building is IN PLAY as long as the direction of the puck is NOT altered, at which point, it is considered OUT OF PLAY.

6. All decisions made by the Tournament Director or the Disciplinary Committee are FINAL.

7. Youth tournament directors and Heads of Discipline : Jeffrey Ning.

8. Adult tournament director and Head of Discipline : Richard Campanaro.

9. Referee in Chief: Roy Baggs

LAST REVISION: Thursday, June 29, 2006

ANY RULES AMENDMENTS SUBSEQUENT TO THIS DATE WILL BE POSTED ON THE WEB AT
<http://www.hockeycentralflorida.com>