

2008 HAWAIIAN CLASSIC OLD-TIMERS ICE HOCKEY TOURNAMENT

RULES & ELIGIBILITY

General Rules and Information

1. All players must be 30 years old or older to participate. Please be prepared to provide proper identification should the need arise. Failure to do so will result in player disqualification. Any team using an ineligible player will forfeit all games in which ineligible player participates.
2. Any team with a former professional hockey player will automatically be placed in the "A" division. If the Professional player has not played professionally for 10 years or more they may be placed in a lower division. Pro's who have played professionally in the last two years are ineligible.
3. It will be the responsibility of each team to know when their games are scheduled.
4. Each team will be given a 3 minute warm-up before their game and a 1 minute rest period between periods 1 and 2.
5. A dry cut (scrape) will be provided between 2nd and 3rd period of each game. Games with scores larger than 3 goals or more will have a 3 minute rest period instead of the dry-cut.
6. Teams will be given a 10 minute grace period for late arrivals. After 15 minutes the late team will forfeit the game.
7. Team photos will be taken before each team's first game. PLEASE BE DRESSED AND READY BY GAME TIME.
8. All games consist of three 20-minute running periods. The last five minutes of the 3rd period will be stop-time if the game is within 2 goals.
9. Penalties – Minor penalties are 3 minutes running time. Major penalties are 7 or 12 minutes running time. Misconduct penalties are 12 minutes running time. Penalties incurred during the stop time (last 5 minutes of the game) will be: minor - 2 minutes, major – 5 or 10 minutes, and misconduct – 10 minutes.
10. Method for determining a winner between two tied teams will be discussed at the captains' meeting before the tournament. (Current tie breaking methods enclosed).
11. Playoff games that end in a tie will play a 5 minute stop time period. If the game is still tied, the teams will then go to a 3-man shootout until a winner is determined. All players must shoot before anyone is repeated.

Referee Rules

1. Old-timer Hockey Rules.
2. No body checking
3. Automatic Icing
4. 3 penalties of any kind is a game ejection
5. All major penalties are an automatic game misconduct
6. All slap-shots will be a whistle with a defensive zone face-off. If a player is injured by a slap-shot, it will be a major penalty. Sticks may only come back 18" from the puck when shooting. NO FAKING SLAPSHOTS or clearing of the puck: will be whistle with a defensive zone face-off.
7. Glove hand passes in defending zones only.
8. High sticking the puck (above the shoulder) – automatic whistle (defensive zone face-off or a 3 minute penalty). Any dangerous high stick – automatic whistle (3 minute minor or 7 minute major penalty). Having the stick above the shoulder in a potentially dangerous manner with or without contact to another player is either a minor or major penalty depending on the severity. All high sticking will be penalized – non dangerous will be a delayed call.
9. Any gross, match, or fighting penalty will be cause for ejection from the remainder of the tournament.
10. Verbal or physical abuse of any official on or off the ice by any coach, player or team personnel will be ruled out of the remainder of the tournament and suspended from future tournaments for a minimum of two (2) years.
11. Hitting from behind is a minor 3 minute penalty or major penalty plus an automatic ejection from the game.
12. Helmets – if a helmet falls off, players must retrieve it and put it back on immediately or leave the ice immediately. If a player makes any play without a helmet he will receive a minor penalty.
13. Coincidental penalty -Teams remain at full strength and the players come back on the ice at the 1st stoppage of play after the penalty time expires. Penalty times begin at the drop of the puck on the face-off after the penalty is called.
14. Red line is used only for icing. No offside passes called.
15. Tag up off sides
16. If at the end of the third period, the scores are within 2 goals, the last 2 minutes will be stop time as long as the difference stays 2 goals or less.

Awards – 1st and 2nd place teams will receive team plaques.

TIE BREAKERS FOR TEAM POSITIONS

1. Total points
2. Most wins
3. Fewest losses
4. Head to head competition
5. Goal differential in games between teams that are tied
6. Fewest goals allowed in games between teams that are tied
7. Most goals score in games played
8. Goal differential in all games played
9. Fewest goals allowed in all games
10. Most goals scored in all games
11. Fewest penalty minutes on team
12. Coin flip