



Champion Cup Rules

Teams will consist of four-six players, three of which are on the ice at a time. Free substitution is allowed. Players must be within ten feet of players area before making substitutions.

2. Games are played on a single ½ sheet of ice with one goalie.

3. Games will consist of two, eighteen minute running periods.

Rock, paper, scissors will be held at the start of each game, winners will have their choice of puck possession at the start of the 1st or 2nd period. The same method will be used for shooting first or second if a shootout is required.

The red center ice line is out of bounds. If the puck touches or crosses this line, it will be awarded opposite the team that touched it last. Players must also remain on their side of the red line or loss of possession will occur.

The puck must be cleared outside the blue line with each change in possession. The referee will signal the offensive/defensive change and allow the attacking team five (5) seconds of free time in the neutral zone.

- A) The offensive team must re-enter the offensive zone within this 5-second period or loss of possession will occur. During this time all attacking players must tag up in the neutral zone(one skate outside blue line). Once touching up they may re-enter the attacking zone.
- B) No offside rule is in effect.
- C) The referee will stop play if a player fails to tag up and actively joins the play.
- D) Defensive players cannot force the play in the neutral zone during the 5-second free period. One warning will be given for this infraction. The second occurrence will result in a penalty. If the defensive team fails to legally clear the puck and resumes play on the attack, the play will immediately be blown dead by the official and the puck awarded to the other team.

If an uncontrolled puck crosses the blue line into the neutral zone, control of the puck will be awarded to the first team to touch the puck. The referee will award the puck and start count on the 5-second free time.

A team which leaves the neutral zone and then re enters it to delay play will be warned by the referee and then on subsequent infractions will lose possession of the puck.

9. Goals scored by the defensive team will result in a goal for the offense.

10. The puck may not be shot on net from the neutral zone (outside the blue line).

When the goalie freezes the puck resulting in a stoppage in play, possession will be awarded to the defensive team into the neutral zone.

Play will be stopped on a penalty. The team that the foul was committed on will be awarded a penalty shot. Unless it is the first penalty of the game

- A) On the first penalty of the game, the puck will be awarded in the neutral zone to the non-offending team. Every subsequent penalty charged to the same team, in that period, will result in a penalty shot.
- B) Non-major penalties will be counted as one penalty. Major penalties will count as two penalties and result in two penalty shots. The person fouled will take the penalty shot.
- C) If a goal is scored on a penalty shot the puck changes possession. If a goal is not scored on the penalty shot, play immediately resumes and the puck is live. Players not taking the penalty shot must remain behind the blue line until the shot has been taken.
- D) If a goal is scored during a delayed penalty call, the goal will count and no penalty will be assessed.
- E) If there is coincidental penalties which both result in penalty shots

13. No checking is allowed at any level.

Ties will be determined by a shootout. One player from each team will shoot, if the score is still a tie, the next player will shoot from each team. The first skater who shot cannot shoot again until the whole team has taken a shot if the tie isn't settled.

Zero tolerance will be strictly enforced. Any player ejected for fighting, vulgarity, etc. will be ejected from the game.