



Michigan International Speedway Backyard Hockey Tournament

Cost: \$400.00 per team in all divisions

January 24th through January 26th, 2020

3 v 3 and 4 v 4

- Divisions:
 - 8U, Squirt (10u), and Pee wee (12u), Bantam, Midget A, Teams combined with Midget AA and college athletes (up to 20 years of age) and Adult leagues
- When: (times are tentative and could change)
 - Friday January 24th from 5:00 pm - 10:30 pm
 - Saturday January 25th from 8:00 am – 11:00 pm
 - Sunday January 26th from 8:00 am to finish
- Participants:
 - 8U, Squirt (10u) and Pee Wee Divisions (12u) will play 4 v 4 with a minimum of 5 players and maximum of 7 players on their roster. No goalies.
 - Bantam, Midget A, Midget AA/College (up to 20 years old) and adult divisions will play 3 v 3 with a minimum of 5 players and maximum of 7 players on their roster. No goalies.

TOURNAMENT PLAY DESCRIPTION

Play time: 4 game minimum, up to a 6 game maximum for final two teams in the Championship of each division



Register by January 6, 2020

1. Since this is a MAHA sanctioned event, USA and MAHA rules apply except where amended below.
2. All games are 24 minutes long consisting of two 12 minute halves with a one minute break between halves.
3. All game times will be set up by tournament coordinator. There will be no exceptions to this rule.
4. Each team will be awarded two points for a win during the round robin portion of the tournament. There will be no tied games.
5. All goals must be scored from the attacking side of the ice.
6. There are no goalies used and nets will be reduced to 5" by 6'.
7. No goalie skates or other goalie equipment will be allowed.
8. For 18 and under divisions full equipment is required and for the adult divisions minimum equipment required is a helmet.
9. Minimum players per team is five and max is seven, and must have four to start a game.
10. Any major infractions called will result in ejection from tournament with no replacement.
11. Fighting is strictly prohibited, with same result of ejection from tournament with no replacement.
12. Body contact is NOT allowed. If a player is found in violation of this rule, the referee will penalize the offending player to one of the following: A Minor Penalty will result in a goal awarded for the opposing team. Or, if a Major Penalty is deemed by the referee, the offending player will be subject to ejection from the Tournament in addition to a goal being awarded to the opposing team.
Other offensives such as Tripping, Slashing, Hooking, or Spearing will too be considered a body contact infraction, and will be subject to the same Minor or Major Penalty rulings.

13. There is no lifting the stick above the knee or no slap shots allowed, this will result in a minor penalty.
14. There is no lifting of the puck above the knee in any situation. If a player is found in violation of attempting to lift the puck above the height deemed by the Referee, the play will be stopped and the puck will be provided to the team not in violation of this ruling, and the opposing team must go back to half-ice until the puck is advanced by the offensive (puck carrying) team.
15. A player cannot lay his or her stick or his or her body in front of the net at any time, this also is a minor penalty.
16. There is no off sides or icing.
17. If a puck goes out of play, the Referee will decide who's puck it is and the defending team must give two stick lengths while bring in. Judges will always have extra pucks.
18. There will be two face offs, the start of the first and second half, otherwise after a goal , the defending team must go back to half ice until the puck is being advanced by the offensive team.
19. Player substitution is all done on the fly when the returning player reaches bench the new player may join the game.
20. Teams must be at their designated rink ten minutes before their game starts.
21. Only the Semi- final and Championship games will be decided by sudden death.
22. If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie breaking format:

Step 1.) Head-to-head competition (Note: If more than two teams are tied, all teams must have played each other for this head-to-head to apply)

Step 2.) Most wins.

Step 3.) Scoring quotient. (Maximum of 6 goal differential per game. To achieve the differential, goals will be subtracted from GF (Goals For) column. For example, a 123 game would be scored 9-3. The scoring quotient is calculated by taking an individual team's goals for divided by goals for + goals against. The team with the higher number advances.

**Team B advances in the example below:*

Team A has a total of 15 Goals For and 7 Goals Against: A quotient of: $15 / (15+7) = .681$
Team B has a total of 14 Goals For and 6 Goals Against: A quotient of: $14 / (14+6) = .700$

Step 4.) Coin Toss