

**Official 2022 FCPHA
Pond Hockey Tournament Rules
Beaver Cup and Colorado Women's Pond Hockey Classic**

1.0 Players

The tournament is open to all eligible players regardless of ability.

- 1.1 All participants must be between 18 and 99 years of age on December 31 of the year of the tournament.
- 1.2 All players must complete and sign a registration form and pay all fees before participation in the tournament is allowed.

2.0 Equipment

- 2.1 All players must wear hockey skates. Shin pads, elbow pads and gloves are recommended. No goalie equipment or goalie sticks are allowed.
- 2.2 For Women's Classic: A helmet will be worn at all times during tournament play.
- 2.3 For Beaver Cup: Helmets are strongly recommended.
- 2.4 Each player must supply a solid color light and a dark sweater.

3.0 Teams

There will be 4 or 5 players on each team (captain's option). Once tournament games have begun, there will be no player trades, or reassignment. Players injured, sick, ejected or otherwise unable to play will not be replaced on a roster.

3.1 Team Formation

This is an open competition tournament. Players form their own 4 or 5 person teams. Team/player registration must be completed on the FCPHA website.

4.0 Tournament Format: BEAVER CUP

Three days of tournament play will be scheduled. The tournament is designed for 20 or 24 or 28 teams (director's option). Games will be scheduled as follows:

- 4.1 Each team will play 2 games on Day 1. The first game will be scheduled by random draw. Subsequent games will be scheduled with winning teams playing winning teams, losing teams will play losing teams as the day progresses. Team captains are responsible for getting their team on the correct rink at the scheduled start time.
- 4.2 Each team will play 2 games on Day 2.
- 4.3 Day 3 will be single-elimination play. Teams will be divided into an upper bracket of 8 teams, a middle bracket of 8 teams and a lower bracket of 8 teams (assuming 24 teams). Teams will be seeded within brackets based upon Day 1 and Day 2 results. See Table 1 for additional details.
- 4.4 Game Winner
 - 4.4.1 The game winner will be the team with the most goals at the end of regulation play. Each game must end with a winner.
 - 4.4.2 The winner of tie games on Day 1 and Day 2 will be determined as follows: The game will proceed immediately (1 minute break) to sudden death. Each team will defend the goal defended in the 2nd half. The Home team will start with the puck.

- 4.4.3 The winner of tie games on Day 3 will be determined as follows: The game will proceed immediately (1 minute break) to a 5-minute overtime period. Each team will defend the goal defended in the 2nd half throughout any overtime period. The Home team will start with the puck. If no winner is determined after the overtime period, the game will immediately proceed (1 minute break) to sudden death play. The Visiting team will start with the puck during the sudden death period.
- 4.5 Tournament Champion
 - 4.5.1 The Tournament Champion will be the team that wins the Upper bracket final game of the elimination day of the tournament and is entitled to all the perks and benefits of the 2022 Beaver Cup Tournament Champion Team.
 - 4.5.2 The winner of the Middle Bracket will be the Silver Division Champion and team members will be immortalized on the “Molenaar Trophy”
 - 4.5.3 The winner of the Lower Bracket will be the Bronze Division Champion; team members will be on the “FCPHA Trophy” and will have the satisfaction of being the best of the worst teams.

5.0 Tournament Format: Women’s Classic

Two days of tournament play will be scheduled. The tournament is designed for 12-16 teams (director’s option). Games will be scheduled as follows:

- 5.1 Each team will play 2 games on Day 1. The first game will be scheduled by random draw. Subsequent games will be scheduled with winning teams playing winning teams, losing teams will play losing teams as the day progresses. Team captains are responsible for getting their team on the correct rink at the scheduled start time.
- 5.2 Each team will play 2 games on Day 2. Teams will then be seeded and evenly divided between two brackets based on results from prior games. Teams with better records will be placed into an upper bracket (playing for the Classic Cup) and teams with a lesser record will be placed into the lower bracket (playing for the Beichley Cup). Each team will then have at least one single-elimination game afterwards, more with subsequent wins.
- 5.3 Game Winner
 - 5.3.1 The game winner will be the team with the most goals at the end of regulation play. Each game must end with a winner.
 - 5.3.2 The winner of tie games during seeding play (first 4 games played) will be determined as follows: The game will proceed immediately (1 minute break) to sudden death. Each team will defend the goal defended in the 2nd half. The Home team will start with the puck.
 - 5.3.3 The winner of tie games during single elimination play will be determined as follows: The game will proceed immediately (1 minute break) to a 5-minute overtime period. Each team will defend the goal defended in the 2nd half throughout any overtime period. The Home team will start with the puck. If no winner is determined after the overtime period, the game

will immediately proceed (1 minute break) to sudden death play. The Visiting team will start with the puck during the sudden death period.

5.4 Tournament Champion

5.4.1 The winners of the Classic Cup will be the team that wins the Upper Bracket final game on the elimination day of the tournament.

5.4.2 The winner of the Beichley Cup will be the team that wins the Lower Bracket final game on the elimination day of the tournament.

6.0 Game Format

6.1 General Rules

Pond hockey is a game of honor. Players are expected to police each other, to know and honor the rules of the game. The tournament directors expect spirited, competitive play with a minimum of intervention by the rink monitor. **Players must play the puck, not the opponents' body.** Players consistently violating the rules of the game will be assessed a major penalty (see Article 6.0). Pond hockey is generally played with a minimum of protective equipment. Gloves, elbow pads and shin guards are strongly recommended. Head protection is recommended but optional. Any action that endangers the player, or the player's opponent may be assessed a penalty. Examples include high sticking, slap shots, high passes (above the knee), and playing recklessly or out of control. You may not lay your stick or body on the ice to block a pass or a shot.

6.2 Game Duration and Format

Each game will consist of two, 15 minutes, running clock halves. A 5-minute half time intermission will be observed. Each game will be 4 on 4 formats with one substitute if the team prefers. There is no minimum number of players. Teams may "play down" a player in case of injury, sickness or ejection. The Home team will wear light sweaters and will start the game with the puck and choose which goal to defend. Teams will exchange ends at half time. The Visiting Team will wear dark sweaters and start the 2nd half with the puck.

6.3 Game Play

General hockey rules and strategy are to be observed. No slap shots are allowed. No checking is allowed. Saucer passes (below the knee) are allowed. Contacting the puck with a stick above the waist is a minor penalty. Pucks stuck in the "boards" or snow bank will be dug out and immediately returned to play by either team. Should the puck leave the playing surface over the **SIDELINE**, the team that last touches the puck loses possession. If the puck leaves the playing surface over the **END** line the defensive team restarts the puck, no matter which team touches the puck last. The restart will be from the nearest corner from where the puck goes over the end line. A team that intentionally propels or deflects the puck out of bounds, may be assessed a minor penalty for "Delay of Game" at the discretion of the rink monitor.

6.4 Dead Puck

At any time the monitor can call "Dead Puck" at this point the game is stopped and the puck will be turned over to the Defensive team. Dead Puck call will be

used mostly when the puck is on the end boards and there are 3 or more players bunched up with little movement of the puck. However, it can be called at any time with the monitor's discretion.

6.5 Player Substitution

Teams may have 5 team members on their rosters. Substitutions can be made *on-the-fly* anytime during the game. Substitutions must be made at the designated area of the rink (typically to the left and right side of the monitor). Players must touch sticks before the substitute player may enter the playing surface with either skate. Players entering the ice early are subject to a penalty and a goal awarded the opposing team.

6.6 Goal Scoring

A goal is scored whenever the puck legally completely passes through the goal mouth. A goal must be scored from the attacking half of the rink and may be last touched by either team. The puck must be propelled by the blade of the stick or deflected off of a player's skate or body. Pucks may not be intentionally kicked into the goal by the attacking team.

6.7 Goal Defending

No goaltending is allowed. Goaltending is defined as acting as a "goaltender" instead of a defender. Goals may be defended by blocking an opponent's shot with the stick blade or skate blade. No player may defend a goal within the "crease", unless actively defending an offensive player that is in or adjacent to the crease. The crease is defined as a 4-foot box extending to both sides and the front of the goal. The area may be defined by orange paint. Players may not lay their stick or body on the ice to attempt to prevent a goal. If the player or the players' equipment falls upon the ice, the player must get up or retrieve their equipment immediately to avoid a delay of game penalty. Players must not "glove" a puck below the knees. A gloved puck above the knees must be immediately dropped and immediately returned to play.

6.8 Puck Restart

The puck is restarted anytime a goal is scored; the puck is returned after leaving the playing surface or after a penalty is awarded. Neither team is allowed to delay the restart of the puck. Teams must give their opponents $\frac{1}{2}$ ice after a goal is scored to avoid a delay of game penalty. The team restarting the puck must advance the puck in a timely manner to avoid a delay of game penalty. A defender must give his opponent 1 stick length of space during a restart.

7.0 Penalties and Turnovers

Penalties and turnovers will be called for rule infractions. All calls made by the rink monitor are final. Turnovers result in the awarding of the puck to the opposing team. Minor Penalties will result in a goal awarded to the opposing team as well as possession of the puck to the opposing team. Major Penalties result in game or tournament ejection.

7.1 Turnovers include: High passes (above the knee, high sticking of the puck, hand pass of any kind, attacking the opposing team after a goal before the puck reaches half-ice and similar infractions. Any turnover can result in a penalty for multiple infractions.

7.2 Minor Penalties include: consistent high passes, illegal touching of the puck (dropping to the ice to prevent a goal), checking, tripping, hooking, too-many-players-on-the-ice, delay of game, dangerous stick play and similar infractions. Minor penalties will be announced, and a goal awarded by the Rink Monitor and puck possession by the non-penalized team. Play will commence immediately.

7.3 Major Penalties include any action that could possibly injure another player or abuse of another player (either team) including slap shots, abuse of the Rink Monitor or other Tournament Official. Abuse includes threatening, yelling, swearing or arguing about calls. In addition to a goal awarded and loss of puck possession, major penalties result in immediate ejection from the game and the following game. The team will skate down a player (3 skaters on the ice) for the remainder of the game, and for the next game (round-robin or elimination game.) Two major penalties received by any player will result in ejection from the tournament without refund. Fighting results in an automatic ejection from the game and possibly the tournament at the director's discretion.

8.0 Officials

8.1 Rink Monitor

There will be one Rink Monitor assigned to each game. The Rink Monitor will be the only and final arbiter of scoring, puck restart, penalties and infractions. Rink Monitor duties include administering the game, recording scoring and major penalties and enforcing the rules of the game.

8.2 Tournament Officials

There will be 3 tournament officials who will have the final say regarding tournament format. Tournament officials have the ability to make changes or adjustments to the official rules. **Rules and format will only be changed to benefit the tournament or in case of hazardous weather, potentially dangerous ice conditions or other unforeseen challenging conditions which affect tournament play. Changes in games or tournament format will not result in refunds to players.**

Table 1 Elimination Day Seeding and Tie Breaking Rules

The results of Day 1 and Day 2 will determine team placement within divisions based upon record. It is anticipated tie breaking rules will be needed to determine proper seeding. Tie breaking rules will be as follows:

1. Record
2. Goal differential (up to 10 per game, see below)
3. Fewest goals allowed
4. Puck flip
5. Captains arm wrestle.

Note: Goal differential is defined as goals scored less goals allowed, up to 10 goals per game. This tie breaker provides incentive to score goals, but there is no advantage to run up the score by more than 10 on an opponent. The next tie breaker is likely to be fewest goals allowed, so a team is in a stronger position to prevent goals than to score more than 10 more than their opponent.