



Shootout on the Snye 2024 Rules

- All games are 4 vs. 4.
- **Mercy Rule** – The game is considered complete if a team pulls ahead by 10 goals. Teams can continue to play for fun if both teams agree; however, the score will remain at 10 ahead. To promote fun, fair play, teams are encouraged to put their sticks at center ice to create new teams and continue playing for the remainder of the allocated ice time.
- All players must wear skates, elbow pads, shin pads and CSA or HECC certified helmets.
- Players are only allowed to lift the puck to a maximum of 12" off the ice (approximately knee height). Raising the puck at a greater distance will result in the puck being awarded to the opposing team, and play will resume where the infraction occurred. Defenders must give the in-bounding team 2 stick lengths to resume play.
- Fair play is mandatory. Some games will have a volunteer referee to assist with officiating the game and making calls as required. Disorderly conduct will result in the individual(s) being escorted off the event site, and a possible disqualification of the team.
- No slap shots. Stick blades must remain on the ice during play.
- There will be no calls made for icing or offside.
- Goals must be scored from the attacking side of center ice. Player must cross center ice before making a shot on net.
- **Goaltending** - No player can fall or lay on the ice to protect the goal area. Should goaltending occur, and the volunteer referee calls for a penalty, the result will be 1 open shot for the opposing team from behind their goal line. Once the 1 shot has been made, the penalized team will resume the game with possession of the puck at their goal line.
- Aside from the opening face-off, teams will be required to give their opponents half ice after a goal and change of possession will take place.
- After each goal, the team on defense must wait for the opposition to crossover half ice to resume play of the game.
- Pucks shot over the snow bank or boards will result in the opposition gaining possession at the area of infraction. Defenders must give the in-bounding team 2 stick lengths to resume play.



- All infractions, such as tripping, hooking, slashing, elbowing and body contact will result in a change of puck possession. The non-penalized team will resume play with the puck where the infraction occurred. Defenders must give the in-bounding team 2 stick lengths to resume play.
- All major infractions such as fighting, swearing, intent to injure, and abuse will automatically result in the removal of that player/players/parent immediately from the tournament.

TIE GAMES:

- **In the event of a tie** in the number of points between two or more teams after the Round Robin is complete, the winner will be determined by the following:
 - a) Number of Wins
 - b) Goal Differential (goals for vs goals against)
 - c) Head to Head Result
 - d) Flip a coin
- **If the teams are tied at the end of a Play Off game, overtime will consist of the following to determine the winner:**
 - a) 5 extra minutes of game time
 - b) 5 minutes of sudden death overtime
 - c) 3 on 3 Shootout from the goal line