



# Quest 17

## Charity Adult Hockey Tournament



### TOURNAMENT INFORMATION AND RULES

#### I. TOURNAMENT DIRECTOR CONTACT & LOCATION

LANCE JAEGER: (720) 352-8934  
THE EDGE ICE ARENA: (303) 409-2221  
6623 South Ward Street - Littleton, CO 80127

#### II. TOURNAMENT SCHEDULE

FRIDAY, APRIL 26th 3:00PM-11:55PM / SATURDAY, APRIL 27th 7:00AM-12:25AM  
SUNDAY, APRIL 28th CONSOLATION GAMES: 8:00AM-12:35PM / CHAMPIONSHIP GAMES: 12:20PM-4:55PM

#### III. DIVISIONS

BH: 4 TEAMS BL: 4 TEAMS CH: 4 TEAMS CM: 4 TEAMS CL: 4 TEAMS D: 8 TEAMS Women's Mixed: 4 TEAMS

#### IV. CHECK-IN AND LOCKER ROOM PROCEDURES

All Teams must be Paid in Full and a Waiver Signed by Each Player before playing. ID's will be checked before all Games. Rosters must be finalized before Game I. This includes any Players and Subs. No Injury or Ejection Substitutions are allowed. Captains who obtain a Locker Room Key must leave their Car Keys or Driver's License with the Staff at the Front Desk. Locker Room assignments will be provided by The Edge Ice Arena and Printed Schedules are available in the Main Lobby.

#### V. TOURNAMENT, INTOXICATION, AND MAJOR PENALTY RULES

All USA Hockey Rules and Equipment Regulations will apply.

All players must be on a Roster, Sign a Waiver, and have ID checked before taking the ice.

Goalie substitutions are allowed if an Injury occurs. Goalie must be at equal or lower talent level of the Division.

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There is a strict No Ringer / No Sandbagging Rule. They will not be allowed to play with their current team.

We will attempt to place them in the appropriate Division if possible.

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Any player that is assessed a major penalty (fighting, intent to injure, game misconducts) will be ejected from the tournament & their team will be fined \$100.00.

The team incurring the penalty will NOT be allowed to play their next game until the fine is paid.

The fine will be a charitable donation to Quest 17

Referees & Tournament Directors will consult on any and all major infractions and their subsequent ruling will be final.

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Any verbal or physical abuse of a Referee, Scorekeeper, or Tournament Staff Member, on or off the ice, will result in Expulsion.

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Any player appearing intoxicated or exhibiting inappropriate behavior may be ejected from a Game at the Referee's discretion.

Intoxicated players may also be ejected from a Game immediately by the Scorekeepers or Tournament Director at any time.

Anyone under the age of 21 caught or seen drinking alcohol on the premises will be expelled from the Tournament.

#### VI. TOURNAMENT FORMAT

Preliminary & Consolation Games incorporate a Marathon "Running-Time" Game Format with 2 Halves, not 3 Periods.

All teams will play 4 Games.

The Center Red Line is used for Icing. Tag-up Rule for Offsides. Two-line passes are permitted.

Each team is allowed 1 Timeout that is only intended to stop the Clock. This is not for a rest period or strategy session.

The Clock will be stopped during the last minute of the game only if the score is Tied or within 1 goal.

Teams DO NOT switch ends unless the Referees determine switching ends is necessary for Ice Maintenance purposes.

Be aware that the Referee will employ quick Face-offs, within 3-5 seconds of the whistle. Be smart & ready with Line Changes.

#### VII. PRELIMINARY GAME FORMAT

Preliminary Games will be exactly 50 minutes long. There is a 3 minute Warm-up, 2 - 22 minute Halves & a 1 minute Halftime.

Preliminary Games tied at the end of Regulation will result in a Tie.

#### VIII. TIE-BREAKING PROCEDURES

2 Points are awarded for a Win. 1 Point for a Tie. Tie-breakers in the Standings will be determined in the following order:

1. WINS 2. HEAD-TO-HEAD 3. GOAL DIFFERENTIAL 4. LOW PENALTY MINUTES 5. LOW GOALS ALLOWED 6. COIN TOSS

#### IX. CONSOLATION AND CHAMPIONSHIP GAME FORMAT

Consolation Games will be exactly 50 minutes long. There is a 3 minute Warm-up, 2 - 22 minute Halves & 1 minute Halftime.

Consolation Games tied after Regulation will go directly to a 3 Player Shootout. They run the same way as Preliminary Games.

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Championship Games will be exactly 50 minutes long. There is a three minute Warm-up, 2 - 22 minute Halves & 1 minute Halftime.

Championship Games tied after Regulation will go to a 3 minute 5-on-5 OT period. A 3 Player Shootout will occur afterwards if still tied.

#### X. PROTESTS & DISPUTE PROCEDURES

If there are any issues or protests, please contact the Tournament Director immediately.