



MUSTACHES & MULLET'S II

CHARITY ADULT HOCKEY 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, AUGUST 16th 3:00PM-11:55PM / SATURDAY, AUGUST 17th 7:00AM-12:35AM
SUNDAY, AUGUST 18th CONSOLATION GAMES 8:00AM-12:35PM / CHAMPIONSHIP GAMES 12:20PM-4:55PM

III. DIVISIONS (8 Divisions / 4 Teams Each)

B-High (4) • B-Low (4) • C-High (4) • C-Mid (4) • C-Low (4) • D-High (4) • D-Low (4) • Women's Mixed (4)

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 1. 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 Ice Arena 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 & Equipment regulations will apply. All Players must be on a Roster & Sign a Waiver before playing. Goalie Substitutions are allowed if an injury or no-show occurs. Goalie must be at equal or lower talent level of the Division.

There is a strict no ringer/no sandbagging rule. Ringers will not be allowed to play with their current team.

We will attempt to move them to the appropriate division. When choosing a team, always choose your level or above.

Male players may NOT dual roster on 2 teams, within or across divisions.

Women are allowed to play on 1 coed team and 1 Women's team.

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 dollars. 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 the MM6 Beneficiaries.

Referees & Tournament Directors will consult on any and all major infractions and their subsequent ruling will be final. Any verbal or physical abuse of a Referee, Scorekeeper, or Tournament Staff Member, on or off the ice, will result in expulsion.

Any player appearing intoxicated or exhibiting inappropriate behavior may be ejected from a game at the Referee's discretion. Intoxicated players may be ejected from a game immediately by the Referees, Scorekeepers, or Tournament Directors 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

Tournament games incorporate a marathon "running-time" game format. There are not three periods, only two halves.

All teams will play 4 Games. Each team is allowed 1 Timeout per Game only intended to Stop the Clock, not Rest/Strategy.

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

The Clock will be stopped during all Timeouts plus the last minute of the Game or OT 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.

Referees will employ quick Faceoffs, within 3-5 seconds of the Whistle. Be smart & ready with Line Changes.

VII. PRELIMINARY GAME FORMAT

Preliminary Games are 50 minutes long. There is a 3 minute Warm-up, 2 - 22 minute Halves, and a 1 minute Halftime.

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

VIII. TIE-BREAKING PROCEDURES

2 Points 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 RECORD 3. GOAL DIFFERENTIAL 4. LOWEST PENALTY MINUTES 5. LOWEST GOALS ALLOWED 6. COIN TOSS

IX. CONSOLATION AND CHAMPIONSHIP GAME FORMAT

Consolation Games are 50 minutes long. There is a 3 minute Warm-up, 2 - 22 minute Halves and a 1 minute Halftime.

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

Championship Games are 50 minutes long. There is a 3 minute Warm-up, 2 - 22 minute Halves and a 1 minute Halftime.

Championship Games tied after Regulation go to 3 minute 5-on-5 OT period, then a 3 Player Shootout will occur if necessary.

X. PROTESTS & DISPUTE PROCEDURES

If there are any Issues or Protests, please contact the Tournament Director immediately.