

## Alberta Iron Man Tournament Game Information

- ❖ Two-minute warm up (time clock will run – 30 seconds remaining buzzer will sound)
- ❖ Two, 9-minute run time halves
- ❖ One-minute half time rest
- ❖ Upon scoring, teams must clear the zone to the blue line. The team scored against will have 5 seconds to begin play from their own end before the attacking team is allowed to challenge again.
- ❖ There are NO faceoffs outside of the opening faceoff and the puck going out of play.
- ❖ All two-minute minor penalties are automatic penalty shots.
  - ❖ Penalty shots will be done in a “chase” style. The player taking the penalty shot will start on the red line where the other players will be lined up along the far blue line. Upon the referee whistle, all players will be free to skate and chase the player taking the penalty shot. Play will continue whether the penalty shot is successful or not.
- ❖ Five-minutes majors result in ejection from the tournament.
- ❖ Round robin play will award two points for a win, one point for a tie and zero points for a loss.
- ❖ Teams should be prepared to go on the surface 10 minutes prior to their scheduled game time.
- ❖ Games will not start earlier than 5 minutes to scheduled game times.
- ❖ There will not be a mercy rule in effect in regular divisional play (a goal differential five or greater should not be displayed on the scoreboard)
  - ★ The final recorded game score will never exceed a differential of eight (8) goals. This will deter teams from running up the score on a weaker opponent.
- ❖ Semi-final and final games that are tied after regulation time has expired; will play one, 5-minute sudden death overtime period until a winner is determined. Teams will not change ends and will defend the goal nearest to their player’s bench.
- ❖ If no team has won after the 5-minute overtime period. There will be a three-player sudden death shootout to determine the winner of the game. After the first 3 players have shot on the goaltender any player can be used again to shoot
- ❖ Coaches will not be granted any timeouts in the tournament.
- ❖ All games will be played with an AMRHA approved puck.
- ❖ Teams will be expected to vacate the change room 15 minutes after their scheduled skate time is complete.
- ❖ Teams will be given access to the change room 15 minutes prior to scheduled start