



Tournament Game Information

- Five minutes warm up (time clock will run – 30 seconds remaining buzzer will sound)
 - It is the responsibility of team coaches to supply their own pucks for warm up
 - Sanctioned tournaments have two options for length of halves. Games will be two, 15-minute stop time halves or 22-minute run time halves
 - Two-minute half time rest
 - 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 15 minutes prior to their scheduled game time
 - Games will not start earlier than 15 minutes to scheduled game times
 - There will not be a mercy rule in effect in regular divisional play (the goal differential on the scoreboard will never exceed 5 goals. However, all goals will count on teams final score)
- ❖ Mixed divisions and mixed age groups will play with a partial mercy rule, when the game is finished and recorded. Total goals scored will never exceed a differential of 8
- In an 15-minute stop time setting, at the ten-minute mark of the second half only if goal differential is five or greater, the clock will be running time as long as differential remains five or greater
 - In a 22-minute run time setting, if the score differential is three (3) or less, stop time will be implemented for the last three (3) minutes. If/when the score differential returns to greater than three (3), running time will resume when play resumes
 - Any situations where the game could run into the next time slot the 5 & 2 rule will be implemented. Meaning with five (5) minutes to go in the time slot the game clock will be dropped down to two (2) minutes. This will be the process for all games except playoff games going into overtime.
 - Semifinal and final games that are tied after regulation time has expired; will play one, 10-minute overtime period until a winner is determined. Teams will not change ends and will defend the goal nearest to their player bench.
 - If no team has won after the 10-minute overtime period. There will be a three-player shootout to determine the winner of the game
 - Coaches will be granted 1 time out per game. There will not be a new timeout awarded in OT
 - All games will be played with an AMRHA approved puck