



TREASURE ISLAND RESORT & CASINO AND MINNESOTA WILD BOOT HOCKEY TOURNAMENT

2019 PROCEDURES AND RULES

ADULT BOOT HOCKEY RULES & REGULATIONS

1. All tournament rules are governed and interpreted by the tournament director, head official and/or game officials.
2. Play will be governed by the rules and procedures listed below and on Tlcasino.com.
3. The tournament director reserves the right to modify or change, add or remove rules or procedures during the tournament.
 - a) If changes are made, all team managers affected will be notified.

PLAYING RULES & REGULATIONS

RULE & REGULATION 1: COMMUNICATION & GAME CANCELLATIONS

1. The tournament director reserves the right to adjust league format during the tournament.
 - a) Unavoidable game cancellations related to weather, rink conditions and other factors will be rescheduled or moved unless there are prior facility conflicts.
 - b) Game cancellations will be emailed to team managers once a decision has been determined
2. It is the responsibility of each manager to maintain regular communication with the tournament director for tournament information, rescheduling of games, tournament brackets, rulings and standings.

RULE & REGULATION 2: TOURNAMENT FORMAT

1. 2019 tournament will be limited to 16 teams.
2. Games will be played in two halves of 25 minutes each. A two-minute rest period between halves will be allowed. Teams will change ends for the second half.
3. Rink size – 75ft x 35ft
4. Nets – 6ft x 4ft
5. Teams will be randomly placed into four separate pools.
6. Saturday will be pool play, with each team in pool playing each team in pool one time.
 - a) Pool play – win = 3 points; tie = 1 point
7. Sunday – Teams will be seeded into a 16-team single elimination bracket. Seeding will be determined by the following format.
 - a) Total points
 - b) Total goals scored
 - c) Goals scored/goals against differential
 - d) 1st tie breaker: head to head record
 - e) 2nd tie breaker: coin flip
8. Sunday bracket games will be played until a winner is determined.

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RULE & REGULATION 3: PARTICIPANT CONDUCT & EJECTIONS

1. Tournament director, head official, and/or game official have the authority to issue a forfeit to any game, eject players, captain or fans without warning
2. Team captain is responsible for the behavior and actions of their players, coaches and fans.
3. Captain will be only team member to address officials.
4. Players who are ejected from the tournament for behavioral issues must leave the tournament area immediately and may not return to the for the remainder of the tournament

RULE & REGULATION 4: ALCOHOL & TOBACCO

1. No use of alcohol, tobacco products or vape devices by any rostered team members while participating in a game. (Team warning, then ejection of violator.)
2. Any player bringing any tobacco product, vape or alcohol beverage onto the rink will be automatically ejected.
3. If an official feels a player has become intoxicated to the point that they are belligerent or a safety hazard to themselves or others, the player will be removed from the game.

RULE & REGULATION 5: EQUIPMENT, RINKS & BENCHES

1. Game balls will be provided by the tournament.
2. Only players, coaches and staff are allowed in the bench area.
3. No goalie equipment will be allowed. This includes, but is not limited to, stick, blocker, catcher, leg pads, breezers and chest protectors.
4. Protective equipment is optional but highly recommended.
5. Broomball shoes will be allowed for play.
6. Rink will have two designated offensive zones. Goals will only be allowed if shot from within the offensive zone.
7. After a goal is scored, team must retreat from the offensive zone and allow opposing team to exit zone with ball prior to attacking.
8. There will be no icing or offsides.

RULE & REGULATION 6: TEAM ROSTERS

1. All players will be required to sign their roster and a [waiver](#) prior to the start of their first game.
2. Players must be at least 18 years old prior to the start of the tournament.
3. Male and female players may be rostered and participate.
4. Each team roster is to be submitted prior to the tournament.
5. Teams must have a minimum of five (5) players and a maximum of ten (10) players on their roster.
6. No player may be rostered on more than one team.
7. Only rostered players may participate on ice.
8. All players must carry a photo ID.

RULE & REGULATION 7: ELIGIBILITY OF PLAYERS

1. All players will be required to sign their roster and a [waiver](#) prior to the start of their first game.
2. Eligibility protests must be made prior to the start of the second half of a game.

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3. A team manager may request an eligibility protest of any player.
 - a) During all games, the player protested will provide the official with a valid ID, the official will record the name on the ID, and the game will continue under protest. A decision on the players eligibility will be made when the head official contacts the tournament director with the name of the player protested.
4. A player is ineligible if:
 - a) The player does not have a valid ID.
 - b) The player's name does not appear on the roster.
 - c) The player does not meet the age requirements.
 - d) The player appears on more than one roster.
5. Penalty for using an ineligible player results in ejection of the ineligible player and the team using the ineligible player forfeits the game, a team repeatedly using an ineligible player may be removed from the tournament.

RULE & REGULATION 8: REGULATION GAME & FORFEITS

1. Games will be fifty (50) minutes in length.
 - a) Two twenty-five (25) minute halves will be played.
 - b) Time will not be stopped for any reason other than a severe injury requiring on ice medical attention.
2. A two (2) minute rest period between halves will be allowed.
3. Ties will be allowed for Saturday pool play.
4. Sunday - single-elimination bracket play tie breaker:
 - a) A three (3) minute overtime period will be played.
 - b) If still tied after initial three (3) minute overtime, an additional sudden death period will be played.
 - c) Each overtime period will be preceded by a two (2) minute rest period.
5. Game time is forfeit time.
6. A team must have a minimum of four (4) players to start and complete a game to avoid forfeit.
7. If both teams forfeit a tournament game the following will be used to determine the winner.
8. Forfeits will be scored as 4-0.

RULE & REGULATION 9: OFFICIALS

1. Officials will be on site for entire duration of game.
2. Each rink will have a minimum of one official.
3. Officials duties include:
 - a) Awarding goals
 - b) Assessing penalties
 - c) Time keeping of game and penalties
 - d) Addressing any protests of rosters or rules

RULES & REGULATIONS 10: RULES

1. Players
 - a) Each team is allowed to have five players on the ice (five on five). This includes a goaltender, if desired.
 - b) Goaltending is allowed
2. Player Changes
 - a) Players may change during play (on the fly) or while a ball is out of play.

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3. High Sticking/Slap Shots

- a) No slap shots are allowed. Slap shot is determined by any portion of the blade of the stick being above the waist on the back swing or follow through.
- b) No ball may be played above the waist with a stick.
 - i. Penalty – loss of possession by offending team. Opposing team receives ball at top of offensive zone.

4. Ball out of play

- a) Team to last touch ball prior to going out of play will lose possession. Opposing team receives ball at top of offensive zone.

5. Minor Penalties

- a) Minor penalties will be assessed as a two (2) minute short-handed penalty. Penalty will not expire due to a goal being scored.
- b) Offending player will be removed from the ice for two (2) minutes.
- c) Teams which receive an additional minor penalty while the initial penalty is being served will continue to play one (1) player short. Next minor penalty will begin as soon as initial penalty has expired. Teams will play with no fewer than four players on the ice, due to penalties.
- d) Minor penalties include:
 - i. Tripping
 - ii. Slashing
 - iii. Hooking
 - iv. Holding
 - v. High sticking – physical contact with another player above the waist
 - vi. Interference
 - vii. Unsporting behavior

6. Major penalties

- a) Major penalties will be assessed as a four (4) minute short-handed penalty. Penalty will not expire due to a goal being scored.
- b) Offending player will be removed from the ice for four (4) minutes.
- c) Teams will play with no fewer than four players on the ice, due to penalties.
- d) Any player receiving two major penalties in one game will be disqualified from that game.
- e) Major penalties include:
 - i. Checking
 - ii. Roughing
 - iii. Head contact with stick or hands
 - iv. Cross checking
 - v. Charging
 - vi. Slew foot
 - vii. Leg checking
 - viii. Boarding
 - ix. Unsporting behavior
 - x. Aggressive physical contact – may include minor penalties deemed excessive

7. Ejections

- a) Players will be ejected for:
 - i. Fighting
 - ii. Verbally abusing opposing team or officials
 - iii. Aggressive physical contact or penalties intended to injure
- b) Ejected players are ejected from current game and must leave tournament area immediately. Failure to do so, or to continue with unsporting behavior, will result in forfeit of game by offender's team. Ejected players actions will be reviewed by head official and tournament director to determine eligibility for remainder of tournament.