



4-ON-4
POND HOCKEY
WINTER CLASSIC TOURNAMENT

TEAM REGISTRATION
INFORMATION
PACKET



FEBRUARY 5, 2022
LAKE IN THE HILLS

About 4v4 Pond Hockey Winter Classic Tournament

The intent and nature of this tournament are to provide a fun, relaxed “back yard” open-hockey style of play in the form of pond hockey. Games are self-officiated, and respect for all players is of the utmost paramount in this setting.

Participants who are not playing according to this philosophy will be asked to leave the ice surface immediately and not be permitted to return to the tournament.

We reserve the right to change the number of teams/pools for each division. However, the game guarantees will not change.

Overall Schedule

(subject to change)

- 7:30 - 7:45 AM
 - Team Check-in & Roster Updates until 7:30 AM
 - Warming Shanty Open & Continental Breakfast Items
 - Wristband required for entry
- 7:45 - 8:00 AM
 - Teams at their assigned rinks
 - National Anthem & Welcome
- 8:00 AM
 - Pool Bracket Begins & tournament seeding to follow
- 10:15 AM
 - Tournament Bracket Play Begins
- 12:00 - 2:00 PM
 - Lunch available at Warming Shanty
 - Wristband required for entry
- 4:15 PM
 - Championship Games | Rink #1
 - Awards to follow



TEAM CHECK-IN

- Check-in time is 7:30 – 7:45 a.m. at the Warming Shanty;
- Captains and players must check-in at the tournament information table before pool play (before 8:00 a.m.);
- Substitutions must be made by 7:45 a.m. on the tournament's first day. No other substitutions throughout the tournament are allowed.
- The players that are on your roster at 8:00 a.m. on the day of the event must be the same players that play on your team throughout the tournament;
- Those who have not checked in before the drop of the puck without notifying the Recreation Supervisor are not permitted to play;
- Check-in includes confirming the team roster, players being present to sign the waiver, and receiving your wristbands.

RESTROOM, CHANGING AREA & WARMING SHANTY

- There are two heated restrooms/changing areas located inside the Indian Trail Beach House;
- The Warming Shanty is located inside the beach shelter, directly inside the main gate. This area is for players and their guests; however, a wristband will need to be presented for breakfast and lunch;
- Please be respectful of your fellow players and clean up after yourself when you're finished;

There is no storage inside the beach house or warming shanty. ALL PERSONAL BELONGINGS & EQUIPMENT MUST BE TAKEN WITH YOU



SCHEDULE & BRACKET

The team roster, player waivers, bracket schedule, and scoring will occur through the QuickScores app and website.

QuickScores is also used to message team captains and players with any updates during the tournament.

A paper bracket will still be utilized and located between rinks 2 & 3; on a blue a-frame sign.

Please share this link with all the members of your team and fans!



<https://www.quickscores.com/lith>



ICE MAINTENANCE

To offer our athletes the finest ice possible, our Public Works Department will be maintaining the rinks continuously – in fact; one rink will be maintained during every scheduled game slot when possible.

In addition, we also have shovels at each rink for players to clear the snow after each game. This keeps the ice clean in-between games.

**The losing team shovels;
the winning team helps!**

CLOSED RINKS

Please stay off any closed rinks. We have a specific ice maintenance schedule to have the best playing surface. A practice rink will be open and available during the tournament.

This includes not scheduling games on rinks that could have softer ice during warmer parts of the day.

GAMEDAY PROCEDURE



Each game has 45 minutes to be completed.

- A minimum of four teams is required to run a division. The maximum number of teams per division will be determined by the number of teams entered in the overall event.
- The game clock begins at the designated bracket start time; official time is kept by the Recreation Supervisor or provided volunteer game monitor;
- Pool play in determining the winner of a pool or the highest seed will be determined by total points; a 1-minute victory shootout will be used to break ties.

3:00 minute

Player Warm-up

1:00 minute

to pick up pucks, assemble starting group, Captains coin-flip to determine starting goal boxes

15:00 minute game,

with only clock stoppages for a penalty, injury, or puck out of play

3:00 minute break

for intermission/half-time

1:00 minute

to pick up pucks and assemble starting group; teams switch goal boxes (Teams will not switch benches)

15:00 minute game,

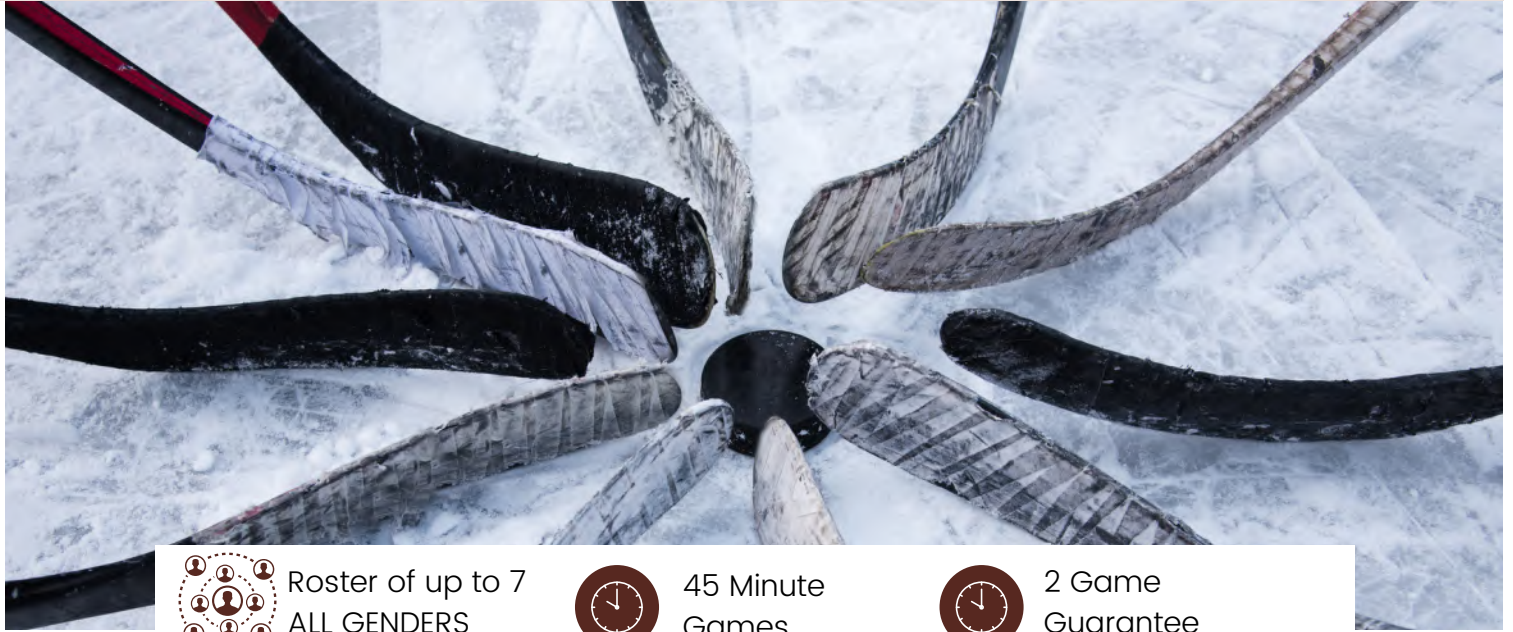
with only clock stoppages for a penalty, injury, or puck out of play

1:00 minute

for sudden victory shootout (if necessary)

*This is a non-sanction USA Hockey league -or-
USA Pond Hockey Tournament*

LAKE IN THE HILLS POND HOCKEY



- In true pond fashion, the ice will be shoveled by the two opposing teams after their game ends. **Losing team shovels, winning team helps.**
- Drink plenty of water, and be sure to stay hydrated. Winter weather conditions make a big difference while undergoing physical effort, such as hockey. If you or anybody on your team feels sick at any time, please notify an on-site Village of Lake in the Hills Recreation Supervisor OR head to the warming shanty for help. We have trained First Aid CPR/AED staff on-site.
- Minor emergencies and first aid can be handled by certified Village of Lake in the Hills representatives at the warming shanty.
- EMTs will not be on hand during tournament play. However, a Village of Lake in the Hills representative will assist in contacting Emergency personnel if the situation warrants it.

TEAMS & PLAYERS

- All players must be 18 years of age by the first day of the tourney, be listed on a team roster, and have signed waiver forms (online or paper) before 8:00 am;
- Players can only register and play on one registered team's roster. Captains can represent several teams but may only play on one team for the duration of the tournament;
- The minimum number of players to enter and play in the tournament is four (4). Maximum of seven rostered players (Must have four players to start a game- no goalie). Subs are optional. This is a co-ed tournament but a specific number of genders per team are not required;
- Players must wear helmets and hockey skates. Additional protective equipment is optional but highly recommended. No goalie equipment or goalie sticks are permitted.
- All players must visibly display their credentials during the game. Players without credentials will not be allowed to play. Credentials will be supplied at sign-in in the form of wristbands. If credentials are lost, see the Recreation Supervisor for assistance.

- NUTS & BOLTS

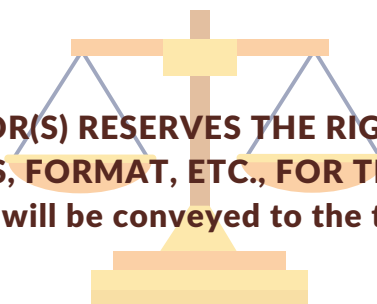
- All teams must have light and dark jerseys or uniforms or be distinguished by the opposing team.
 - **TEAM A (HOME) Wear dark; TEAM B (AWAY) Wear light;**
 - Team names/logos that are offensive, vulgar, or derogatory are prohibited. Please keep in mind that this is a spectator-friendly event.
- Each team needs a designated team captain; this is the only team representative that can correspond with the Recreation Supervisor on team matters. Please have all players use the team captain as their outlet to the Recreation Supervisor;
- Unruly Spectators - The Recreation Supervisor may penalize the team for unruly spectators known to be associated with that team and ask those spectators to leave the rink or the event itself.
 - If this is a consistent problem for certain teams and individuals, those teams will receive a reduction of 2 points from their previous game played -or- an automatic reduction of two points if games have not begun- We are all here to have fun and enjoy the game of Pond Hockey.

SCORING

1 goal = 1 point

- Pool and bracket play scoring remains the same; highest score wins;
- There is no stoppage after a goal is scored or awarded a penalty. Therefore, it is up to each team to ensure that only four players are on the ice.
- If a puck goes out of bounds, the last team to touch it loses possession. During restart, the defender must give his opponent 2-stick lengths of space;
- Pucks that enter the opening on top of the goal will be considered "out of bounds," followed by a restart in the corner closest to where the puck was last touched;
- Teams **MUST** give their opponents ½ ice after a goal is scored or an infraction occurs. When a goal is scored:
 - The team that scored, removes the puck from the goal, moves the puck as quickly as possible;
 - Scoring team | all players must leave the zone simultaneously before re-entering;
- If a team has a non-roster player playing, the result will be a forfeit for that team;
- Any scoring challenges must be addressed by the registered team captain with the Recreation Supervisor within 60 minutes of the end of the game. Anyone caught falsifying or modifying scores will result in ejection from the tournament.

THE RECREATION SUPERVISOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC., FOR THE OVERALL GOOD OF THE EVENT.
Any changes will be conveyed to the team captains.



- NUTS & BOLTS - CONTINUED

TIE-BREAKER

- If the game ends in a tie, there will be a ONE-MINUTE (1) sudden-victory shootout to determine which times advance to the next level;
- TEAM B (AWAY) will always shoot first;
- Players will take turns taking penalty shots from 1/2 ice towards the opponent's goal;
- The shooter is only allowed ONE shot and cannot hit a rebound of any kind;
- Each team will be allotted one shooter each round;
- The first round that there is a scorer and non-scorer ends the shootout;
- No player can shoot twice unless their whole team has shot already;
- In the event, the sudden-victory shootout ends in a tie the team with the "highest plus differential" will be awarded the win:
 - **Total points scored in all played games - Total points scored against that team in all played games = Final Score**
 - If still tied, the Recreation Supervisor shall determine the standings via coin flips or such other method as deemed appropriate, in their sole discretion.

CHAMPIONSHIP GAME TIE-BREAKER

- If teams are tied at the end of regulation play in the final game, one 5 minute, running-time, overtime period will be played.
- The team that scores the most goals during that overtime period will be the winner. If still tied, successive 5 minutes, running-time periods will be played until a winner is determined.
- One-minute breaks will be given between overtime periods.

NO SHOW / NO FORFEIT RULE

- It will be considered a forfeit if a team is not at their designated rink within 5 minutes after the scheduled game time
 - If your team does not show up to your scheduled game, your team will be disqualified for the championships. With the limited amount of games, it is not right for a team to show up and have no one to play because the other team decided to become a no-show.

REFEREEING & REPORTING SCORES

- Due to backyard play's "pond hockey" element, no on-ice officials will be provided. However, a designated game monitor will assist teams with timekeeping, recording final scores from each team on a score sheet, reporting the scores to the Recreation Supervisor who will then update the QuickScores app and the on-site visual bracket;
 - These volunteers are NOT trained ice hockey referees meaning the players will be responsible for calling infractions- they WILL NOT call minor infractions or penalties. It is the responsibility of the Team Captains to manage and control their players during the flow of the game;
 - Team Captains are responsible for checking with the game monitor at halftime and following the game to confirm the score listed;
- If a monitor is not available; the Team Captains should report the scores to the Recreation Supervisor who will then update the QuickScores app and the on-site visual bracket.



GAME PLAY

- The team captain's coin toss winner will determine which goal to defend. Teams will switch goals after the first half;
- Games will begin with a 3-tap faceoff at center ice (the opposing players will tap each other's stick three times, above the puck, before battling for possession)
- Player substitution – players may be substituted on the fly. A player leaving the game must be at the snowline/boards and not involved in the play;
- If a puck goes out of bounds, the last team to touch it loses possession. During restart, the defender must give his opponent two stick lengths of space;
- Pucks that enter the opening on top of the goal will be considered "out of bounds", followed by a restart in the corner closest to where the puck was last touched;
- Players should not pursue puck out of play. Additional pucks are provided at each rink.
- Goals may be scored from anywhere on the ice so long as the puck is not lifted above the knee;
- Teams **MUST** give their opponents ½ ice after a goal is scored or an infraction takes place.
- The team with the puck must move it quickly so the game is not delayed. The defensive team can engage the team with the puck once all of its players have "tagged up" at center ice.
- Setting picks in the offensive zone is not allowed. Deference will be given to a defender in front of their goal where their progress is impeded by the pick or interference of an offensive player
- Goaltending is not allowed. A player may not patrol, "camp out," or remain stationary in the crease area and act as a goaltender
- A defender may deflect the puck in the crease area, but the defender must do so while moving through the crease area.
 - The crease area is defined as an imaginary box extending out four feet from the outside corners of the goal. (*Think where players stand when "screening" the Goalie in ice hockey*)
- Defensive players may enter the crease area if an offensive player and the puck occupy the crease area



**THERE ARE NO
OFF-SIDES,
ICING CALLS,
WHISTLES TO STOP PLAY**

THIS IS POND HOCKEY- NOT ICE HOCKEY-
GOALS CAN BE SCORED FROM
ANYWHERE
ON THE ICE SO LONG AS THE PUCK IS
NOT LIFTED ABOVE THE KNEE

PENALTIES & LOSS OF POSSESSION

ALL PENALTIES AND VIOLATIONS MAY BE REVIEWED BY TOURNAMENT STAFF AT THE COMPLETION OF EACH GAME TO DETERMINE IF FURTHER PENALTIES OR SANCTIONS SHOULD BE ASSESSED TO INDIVIDUALS OR TEAMS

- Penalties will be called for rule infractions. Penalties are called on the honor system;
- A minor penalty will result in awarding possession of the puck to the opposing team.
- Any major penalty, which includes any action that could possibly injure another player (Fighting), will result in the offending player being ejected from the tournament.
 - The team that received the ejection will play the remainder of the game short-handed (3 vs. 4).
 - If there are matching major penalties, the teams will play at even strength (4 vs. 4).
- Abuse of volunteers and tournament staff will be considered a major penalty. This includes yelling, swearing, or arguing about calls.
- No checking is allowed. Such action will result in a minor penalty unless deemed serious enough to be a major.
- No slap shots allowed. Such action will result in a minor penalty.
- Contacting the puck with a stick above the waist will result in a loss of possession.
- Raising the puck (above the knee) intentionally will result in a loss of possession.
- Saucer passes (i.e. pucks that are lifted low, below the knee) are acceptable.
- Players cannot fall or lay on the ice in an effort to protect the goal area. Such action will result in a minor penalty. Players cannot lay their sticks down to protect the goal area. Such action will result in a minor penalty.
 - Any shot that is blocked by such actions will result in an automatic goal.



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