

**IOWA GAMES
WINTER SPORTS FESTIVAL
ADULT ICE HOCKEY RULES AND REGULATIONS**

Wherever possible, games will be covered by USA Hockey-certified referees. USA Hockey official rules of play will govern all games except where noted below. Items not covered will be at the discretion of the ice hockey committee to resolve in the best interests of the tournament.

Game Time: All divisions will be three (3) 15 minute periods

Penalties: Minor—2 minutes Major—5 minutes Misconduct—10 minutes
Fighting/Fisticuffs—5 minute Major, Automatic Game Misconduct, ejection from the game and tournament ejection. Match Penalty—5 minute Major and tournament ejection.
If player or coach is removed for unsportsmanlike conduct, they will not medal even if their team does.

Running Time: If a five goal (5) lead is established during the third period of any game, the game will go to a running clock. This will continue as long as the five goal lead is maintained.

Arrival Time: Please arrive at least thirty (30) minutes prior to your first game. Teams will be expected to take the ice as soon as the resurfacing is completed, even if ahead of schedule.

Jerseys: If two (2) opposing teams have similar uniform colors, one team will be required to wear different colored jerseys or pullovers (to be determined by coin toss).

Warm-up Time: Two (2) minutes

Equipment: Follow USA Hockey rules.

Scoring: Win = 2 points Tie = 1 point Loss = 0 points

Ties: Ties will stand in all pool games. Win, tie and loss points (as outlined above) will be totaled for each team with the highest point value being the winner. If a tie exists, please see the attached tie-breaking criteria sheet. Overtime will only be played for bronze or gold medal games.

Overtime: For bronze medal and gold medal games, overtime will consist of the following:

- A. A five (5) minute sudden death period.
- B. If the game is still tied, each team will choose five (5) players for penalty shots, to be taken alternately by each team.
- C. If after five (5) shots a piece a tie still exists, each team will choose one player to shoot one shot each until the tie is broken.

Sportsmanship: Expected of all players, coaches, and spectators. The Iowa Games is built on the ideal of good sportsmanship and fair play, please respect this ideal throughout the weekend. Alcohol is prohibited.

The Iowa Sports Foundation staff, ice hockey committee and Cedar Rapids Ice Arena staff have the authority to remove any and all coaches, players and fans who become unruly, exhibit unsportsmanlike behavior, threaten to fight or actually engage in fighting. The person(s) will be removed from the premise and will not be allowed to reenter.



ICE HOCKEY TIE-BREAKING CRITERIA

Pool Play Tie-Breaker: If there is a tie in total win, tie and loss points, the following will be used to break the tie and determine placements. A cap of a four goal **differential** in each game will be used for the tie-breaker.

- A) If there is a tie, head to head competition between tied teams will determine which team will be placed in the highest position.
- B) If two or more teams are still tied, the team with the largest goal differential (using only the games of the involved teams) is the winner.
- C) If the tie still exists, the team with the largest goal differential (using all games played) is the winner.
- D) If the tie still exists, the team with the fewest number of goals allowed in all games played will be placed in the highest position. (No cap on goals for this criteria)
- E) If the tie still exists, the team with the fewest minutes spent in the penalty box will be placed in the highest position.
- F) If a tie still exists, a blind draw of the tied teams will be done to determine who will call the coin toss. The winner of the coin toss will be placed in the higher position.

NOTE: If there is a three-way tie for a medal, the above tie-breaking criteria will be used to determine the winner of the three way tie. The remaining teams go back to A), and begin again.

Example:

In a four team pool, results of pool play yield the following standings:

Team	Wins	Losses	Ties	Goals For	Goals Against	Points	Goal Differential
Team Z	2	1	0	4, 2, 7	2, 3, 3	4	+2, -1, +4
Team X	2	1	0	3, 5, 2	2, 1, 4	4	+1, +4, -2
Team Y	2	1	0	4, 3, 4	3, 7, 2	4	+1, -4, +2
Team W	0	3	0	2, 3, 1	4, 4, 5	0	-2, -1, -4

Since team Z, X and Y are in a three way tie based on the total number of points given for Wins, Losses and Ties we will need to start with Letter B in the tie-breaking criteria.

Team Z has -1 and a +4 for games involving the tied teams. This gives Team Z a total of +3

Team X has +1 and a -2 for games involving the tied teams. This gives Team X a total of -1

Team Y has -4 and a +2 for games involving the tied teams. This gives Team Y a total of -2

Final results are:

1st Place: Team Z 2nd Place: Team Y, 3rd Place: Team X 4th Place: Team W