

# COMPETITION RULES

## 1. TOURNAMENT ORGANIZER

Turun Nuorisokiekko ry

### 2. FORMS OF TOURNAMENT

Different kind of tournaments can be used in all age groups: All teams play 5 games.

**I.** Teams are divided into level tournaments. Each level contains 8 teams. Matches will be played in two groups of four teams. Standings in groups according to the points: two points for win, one point for a draw. In equal position section 3.9 is used. Winners of the group play against the runner-ups of the other group, winners play for the gold and losers for the bronze. The same order is for positions 5-8.

**II.** Teams play a level tournament in group of 10 teams. Teams play in two groups of five teams. Winners play for go/d medals and teams second of their groups play for the bronze medals. The 3rd, 4th and the 5th play of the position 5-10.

**III.** Teams play an ordinary round of six teams. All the teams play against each other. Winner of the tournament is the team, which gets the most points. Final standing with equal points is determined by CR section. 3.9. All teams play five matches.

### 3. COMPETITION RULES

The rules of the Finnish Ice Hockey Association (FIHA/SJL) are used during the tournament with following exceptions.

**3.1.** The total time of a game is 2 x 15 minutes effective time in all categories. An intermission between the periods is not in use. The maximum total time of a game is 50 minutes. The counting of the total time starts according to the time given in the program schedule, in case that the organizer has not announced about changes. The total time is not in use in medal games.  
U15 tournament 2x20 min with total time 75 min.

**3.2.** In case the result is a draw after full time in the placement- or in the medal-games; they are followed by game winning shots. In U11 and U10 both teams will send 3 players in numerical order (number of team jersey) to take the shot. If needed team players following the numerical order will take a shot one-on-one until the decisive goal is scored. Referees decide the beginning team as well as if the numerical order is upwards or downward  
For U12 and older the game winning shots will be taken in accordance with the competition rules of Finnish Ice Hockey Association.

**3.3.** Only the players on ice may join the goal celebration of the team.

**3.4.** Time out is not available in any tournament game.

**3.5.** The team is not allowed to do the warm-up on the ice before a game. The game is to start immediately

with the starting line-up. The starting line-up doesn't need to be named before the games.

**3.6.** If for some reason, a player's name is missing in the game report, this doesn't entitle the other team to a protest. A player may only play for one team during tournament weekend. Exception goalkeepers may play for several teams of the same club in the tournament.

**3.7.** Teams are allowed to use overaged players in accordance to the competition rules of FIHA/SJL.

**3.8.** U10 tournaments follow normal rules for U11 juniors.

**3.9.** If the points for two or more teams are same, the final position of the teams will be determined in the following order:

1. The result of mutual games
2. Goal difference in mutual games
3. Goals scored in mutual games
4. Goal difference in all games
5. Goals scored in all games
6. Penalty minutes of the teams (less is better)
7. Lot

**3.10.** Protests are discussed by the jury. Jury decision is final. Protest price is 250,00 EUR, which is to be returned if the protest is approved. Protests must be left within 20 minutes after the game.

**3.11.** In a case when both teams are wearing the same color of team jersey, it is the responsibility of the home team to change its jerseys according to Referee orders. The home team is the team mentioned on top of the game report.

**3.12.** The organizing committee can change the program if necessary. This could eg. be the case when teams have to catch a ferry or a plane for the journey back home.

