

Kentucky AAU
Hockey - Ice
2022 Queen City New Year's Bash - Pond Hockey
December 29 - 31, 2022

Hosted by Cincinnati Hockey Academy
Cincinnati Hockey Academy LLC, Cincinnati, OH

AGE GROUPS: 9U, 19U, 20U, 9 & Under, 10 & Under, 15 & Under, 17 & Under, Youth (Grades 4 & Under), Jr. Prep (Grades 6 & Under), Junior (Grades 9 & Under), Senior (Grades 7 - 12), Underclassmen, Upperclassmen, K Grade, 1st Grade, 2nd Grade, 3rd Grade, 4th Grade, 5th Grade, 6th Grade, 7th Grade, 8th Grade, 9th Grade, 10th Grade, 11th Grade, 12th Grade,

ENTRY FEE: \$600.00

ENTRY FEE PAYABLE TO: Cincinnati Hockey Academy

ENTRY DEADLINE: December 18, 2020

SIGN UP AT: <https://forms.gle/jk3Mf3qUqKTHc1QQ6>

AWARDS: Champions of each division will receive Championship award

RULES: **TOURNAMENT RULES**

1. To begin the game, teams will have a faceoff.
2. All players must wear all standard protective equipment.
3. No goalies, goalie equipment or goalie sticks permitted.
4. All teams must have light and dark jerseys or uniforms. Home teams wear dark. If one team has only one jersey color they must coordinate with the other team at least 20 minutes prior to the start of the game.
5. There will be one off-ice pond official to monitor the play (scoring, time, puck reset, and arbiter of infractions).
6. Referees will have the discretion to also award a "penalty shot" to the opposing team when a minor penalty is flagrant and/or a team is consistently playing in a reckless manner.
 - Penalty shot will be taken from center ice and must be attempted within 30 seconds of the penalty being called. Anyone on the opposing team can take the shot. The team that is awarded the penalty shot will also be given possession of the puck following the penalty shot attempt (regardless of the outcome of the shot).
7. Any major penalty, which includes any action that could possibly injure another player, will result in that player being ejected from the tournament. A Head Referee and/or an Off-ice pond official will determine major penalties in consultation with game referee.
8. Abuse of officials will be considered a major penalty. This includes yelling, swearing, or arguing about calls.
9. No checking is allowed. Such action will result in a minor penalty unless deemed serious enough to be a major (see off-ice pond official).
10. No slapshots allowed. Such action will result in a minor penalty.
11. Players cannot fall or lay on the ice in an effort to protect the goal area. Such action will result in a minor penalty.
12. 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 continuing to move through the crease area. The crease area is defined as an imaginary box extending out four feet from the outside corners of the goal. Goaltending also applies to offensive players in the offensive zone/goal as well.
13. Contacting the puck with a stick above the waist will result in a loss of possession.
- 14.

- Saucer passes (i.e. pucks that are lifted low, below the knee) are acceptable.
15. If a puck goes out of bounds, the last team to touch it loses possession. During restart, the defender must retreat and skate behind their net before attacking the puck.
 16. There are no off-sides or icing calls.
 17. Goals can be scored from any area of the rink.
 18. Referees will call out the score after each goal. This includes goals scored by players or awarded from minor penalties.
 19. Teams must skate behind their net, giving their opponents 1/2 ice after a goal is scored or an infraction takes place.
 20. Games will be composed of two 11 minute (running clock) halves with a 1-minute halftime. Warm-up are 2 minutes.
 21. In the event of a tie, during both qualifying and championship games, play will move to sudden death format. After the horn sounds, play will continue for up to 3 minutes of overtime until a goal is scored. If no goal is scored, the game will move to a sudden death shootout. Players will take turns taking penalty shots from 20 feet from the goal. During any round where one team makes a shot, and the other team misses, the game is over and the team who made the shot wins. If both teams miss, or if both teams make the shot, in any round, rounds continue until the game is over. A player may not take another penalty shot until all other players on his/her team have taken a shot.
 22. All games are running-time and substitutions can be made during play ("on-the-fly") or while a puck is being retrieved. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only 3 players on the ice.
 23. Players can only play on one team per division. If during the tournament, a player plays for a 2nd team, that player is removed from the tournament, and the BOTH teams that the player played on will forfeit remaining games. Games will be played, but the dual rostered player is ineligible to play.
 24. Substitutions must be made by 10:00 a.m. on the first day of tournament play at Player Check-in. No other substitutions throughout the tournament are allowed. The six players that are on your roster at 10:00 a.m. on the first day of tournament play must be the same players that play on your team throughout the tournament.
 25. All Players and Coaches must have current AAU registration numbers for the 2020-21 season.
 26. Setting picks in offensive zone is not allowed. Deference will be given to a defender in front of their own net where their progress is impeded by the pick or interference of an offensive player.
 27. All players must visibly display their jersey number during all games.
 27. It is the responsibility of the team captain to ensure the correct game score has been logged on the score sheet. By signing the score sheet at the conclusion of the game, your team captain is acknowledging that they agree with the final score. Teams cannot contest scores/results after they have signed the scoresheet.
 28. In the event of a forfeit during pool play of any division, the team who did not forfeit will receive a win and, for tie breaker purposes, will be assigned a goals for and goals against total for that game equal to the averages of their other pool play games. These will be assigned at the conclusion of the pool play round when advancement is being determined.
 29. Finals and Consolation Games will be played by teams ranked #1 vs #2 and #3

vs #4.

30. Teams will receive 2 points for a win and 0 points for a loss. The team with the most points in a division will be ranked #1, second most points #2, etc... If more than one team has the same number of points the following tie breakers will be utilized for final seeding:

- a.Head to head competition, winner wins the tie breaker**
- b.Goal differential (higher number wins)**
- c.Goals against (lower number wins)**
- d.Coin Flip**

ADDITIONAL INFO:

This is an outdoor tournament and is subject to the weather in the Cincinnati area.

FOR MORE INFORMATION:

Rod M Rayner
raynerrod@yahoo.com

This event is licensed by the Amateur Athletic Union of the U.S., Inc.

All participants must have a current AAU membership.

AAU membership may not be included as part of the entry fee to the event.

AAU membership must be obtained before the competition begins, except where the event operator has a laptop available with an internet connection.

BE PREPARED: Adult and Non-Athlete memberships are no longer instant and cannot be applied for at the event. Please allow up to 10 days for memberships to be processed.

Participants are encouraged to visit the AAU web site www.aausports.org to obtain their membership.