

# In-Game Rules

1. **SCHEDULE:** Each team will play every other team in the tournament exactly once in the round robin, resulting in 3 total games per each of the 4 teams.
2. **PLAYOFFS:** The top 4 teams in the tournament (by points) will make the playoffs. A win is 2 points, a loss is 0 points, and a shootout loss is 1 point. Tiebreakers between teams will be decided first by head-to-head record, and then by goal differential. The team who finishes in first place in the standings will pick their semi-final opponent, time-slot, and which side of the court they would like to play on.
3. **TIME:** 30-minute time slot for each game, which includes 2 consecutive 10 minute periods (running time) and a 2 minute intermission. The remaining 8 minutes will be used as warmup/buffer time. Intermission and warmup/buffer time may be waived if both competing captains agree.
4. **LAST 2 MINUTES:** The last 2 minutes of each period in the Semi-Finals and Finals will be stop-time. Round Robin games will always be running time unless otherwise stated in this rulebook.
5. **TIE BREAKER:** 3 player (per team) shootout in round robin. After all 6 shooters have taken at least 1 shot, the team captains may choose any shooter on their roster to shoot and are bound by no particular order going forward in that shootout.
6. **FACE-OFFS:** At the beginning of each period only.
7. **AFTER A GOAL:** When a goal is scored, the scoring team must give their opponents half court. Once the team with the ball crosses their own blue line, the attacking team can force. The team with the ball has 8 seconds to exit their own zone. Once the 8 seconds is up, the attacking team can then force in the attacking zone.
8. **PENALTIES:** Will result in a penalty shot. Regular hockey rules apply. High-sticking the ball will result in a penalty. 1 warning per team for the entire tournament.
  - a. **EXCEPTION:** Ball out-of-play penalties will be served on a modified 1 minute timer (See rule 13).
9. **HIGH STICKING PENALTY:** Each team will receive one high-sticking warning per tournament, which will not result in a penalty. All subsequent high sticking infractions will result in a penalty, at the sole discretion of the referee. "High Sticking" includes all plays in which a player touches the ball with their stick above their shoulders, or strikes another player with their stick above shoulder-height.
10. **ICING PENALTY:** The referee has sole discretion to call a penalty for any *repeated* icings done for the purposes of intentionally draining the time clock.

Example 1: If a team who is currently winning ices the ball several times in the remaining minutes of a game to waste time off the clock, the referee may call an icing penalty against that team for the purpose of delaying the game.

In the event that a team ices the ball just once, not for the purposes of draining the time clock, or otherwise unintentionally, there will be no icing penalty on the play. If an icing penalty is called, the player who iced the ball will be assessed a penalty, which will result in a penalty shot. For icing penalties, any player on the opposing team may take the penalty shot. Each team will receive one icing warning per tournament, which will not result in a penalty.

11. **GOALIE FREEZES:** When a goalie freezes the ball, that team must be given the blue line. A forechecking player's feet may not cross the blue-line until the ball does. Goalies can only freeze the ball if a portion of their body is touching the crease. Illegal freezing of the ball will result in a penalty.
12. **FIGHTS:** If a fight occurs where both parties willfully engage (no jumps), play will stop, and the winner of the fight will be awarded a penalty shot. The winner of the fight will be decided by the referee. If there is no clear winner, then no penalty shot will be awarded. A penalty will be assessed for jumping.
13. **OUT OF PLAY:** Once a ball is shot out of play, a 1 minute timer for the player who shot the ball begins. In this 1 minute timeframe, the player must search for the ball, while another ball is tossed in play. If the player retrieves the ball in under 1 minute, they may return to the ongoing play. However, if the ball is nowhere to be found, the player may return without it and serve the time remaining of his 1 minute timer as a penalty.
  - a. **EXCEPTION:** If the ball goes out off of the goalie unintentionally, the player who shot the ball does not have to retrieve it, and another ball will be tossed into play. Spectators are expected to retrieve the ball in this scenario.
14. **REFEREE:** There will be a designated referee for each game. All of their calls are final, and they have the authority to call bench penalties for infractions such as unsportsmanlike conduct and too many men on the court.
15. **2-LINE PASSES:** Relaxed 2-line passes will be called instead of offsides. This means that the attacking player cannot stretch-pass the ball from his defensive zone to a teammate who is already in the offensive zone. However, once the player or the ball crosses the defensive blue line, the player's teammates may enter the attacking zone to accept the stretch pass.
16. **SLAP SHOTS:** Slap shots are permitted so long as the slap shot wind-up is not done illegally. An illegal wind-up will occur if the shooter's stick surpasses their own waist during their slap shot wind-up. Each team may be given one warning per game by the referee for an illegal wind-up. Once a team has been warned, the referee will have the discretion to call a penalty against any player on that team who subsequently offends the rule. Immediately after an illegal wind-up, provided a warning or a penalty is called on the play by the referee, the play is considered "dead", the ball is turned over to the other team, and any goal that is scored as a result of the illegal wind up will not be counted.

# Auction Draft Rules

## **OVERVIEW:**

Each captain will begin the Auction Draft with their remaining salary dollars from the previous draft up to a maximum of \$10, plus the amount of dollars refunded for players lost to Free Agency. The maximum salary cap is \$110 per team. This is a hard cap that no team may spend over. The names of the 5 captains will be picked from a hat to determine who will go first in the draft. When it is a captain's turn, they will nominate a player for bidding and will place an opening bid on that player. Then, in order, the other captains will have an opportunity to place their own bids on the player up for grabs, until finally, 1 captain has made the final bid, and added that player to their roster in exchange for the amount of dollars they bid for the player. Then, it would be the 2<sup>nd</sup> captain's turn, and the process repeats until there are no more players left to be bid on.

## **MINIMUM BIDS**

The minimum bid that can be placed on a player is \$3. This rule ensures that when a player is re-signed, their salary will inevitably increase.

Example: if player A earns \$3 against the cap, his team's captain may re-sign him for  $\$3 \times 1.2 = \$3.6$ , which rounds up to \$4, according to the 20% premium rule above.

## **CONTRACTS:**

Each team captain may re-sign a maximum of 2 current roster players for a premium of 20% on top of their current salary, unless otherwise provided herein.

Example: if player A earns \$40 against the cap, his team's captain may re-sign him for  $\$40 \times 1.2 = \$48$ .

When the 20% premium rule is applied, the dollar amount of the player's contract will round up to the nearest dollar.

Example: if player A earns \$3 against the cap, his team's captain may re-sign him for  $\$3 \times 1.2 = \$3.6$ , which rounds up to \$4.

There is no minimum number of player re-signings. Theoretically, a captain could let his entire roster walk to Free Agency and then try his luck building a new team from scratch in the Auction Draft. The remaining 3 to 5 unsigned players will enter free agency and will be available for bidding in the Auction Draft. The maximum length of player contract is 2 years, and each team cannot exceed 2 of these long-term 2-year contracts. All contracts must be signed and agreed to by both the player and the captain. The player reserves the right to re-sign with his current team or walk away and test his luck in Free Agency.

### **TIMING AND LOGISTICS**

The duration of captain's turn will be roughly 5 seconds, enforced by an auctioneer of the co-commissioners' joint choosing. During this time, the captain can choose to make a bid or choose to pass. If the captain makes a bid, they will still be in contention for the player at auction, and the auctioneer will move on to the next captain's turn. However, if the captain chooses to pass, they will no longer be in contention for the player at auction, even if the auction makes it around to said captain again. This rule will be monitored by the Auctioneer. A player will be considered "sold" to the highest bidder in the auction once all other bidders have passed on their turn.

### **HARD CAP ON BIDS**

A captain cannot, at any time, place a bid on a player in which the dollar value of his bid exceeds his remaining salary dollars. A captain cannot, at any time, place a bid on a player in which the dollar value of his bid is equal to his remaining salary dollars, UNLESS it is that captain's final bid. A captain cannot, at any time, place a bid on a player which would result in his remaining salary dollars to fall below the minimum required for him to complete the draft (\$3 per player).

Example: if captain A has \$43 remaining in salary dollars and needed to draft 3 more players to be compliant with the auction draft rules, the highest bid he is allowed to place on any given player would be for \$37. Similarly, if he only needed to draft 2 more players, his bid could be as high as \$40. If it were his final bid, his maximum bid would be all \$43 on that final player. These rules are in place because the minimum bid on any given player is now \$3.

### **PLAYER LIMITS**

Each captain must either re-sign or draft a total of 5 players, to bring the total number of players on his roster to six, when including himself. No captain can draft any more, or any less, than 5 players. No captain can re-sign any more than 2 current roster players.

# Expansion Draft Rules

## **OVERVIEW:**

From time to time, the Boys in the Booth Ball Hockey Classic Tournament will expand to include a 5<sup>th</sup> team. When this is the case, the co-commissioners will hold an expansion draft – to place the expansion team in as close to the same position as the other 4 teams as possible.

## **PROTECTIONS:**

Each of the 4 current teams must have 2 players signed prior to the expansion draft and may only protect 1 of these signed players from expansion. The captain of the expansion team may then select only 1 of the 4 available players, along with their contract, from the other 4 teams in the expansion draft.

## **DROP TO FREE AGENCY RULE:**

The 1 team who lost their unprotected player to expansion gets to keep their other signed player. However, the other 3 teams who did not lose their unprotected player to expansion must then drop said unprotected player to free agency. The dropped players' contracts will be dissolved, and the players will be eligible in the auction draft. Then, all 5 teams will participate in the auction draft, each having exactly 1 player signed to their team.