



Proud Member of



WESTERN COLLEGIATE ROLLER HOCKEY LEAGUE ALUMNI IRONMAN TOURNAMENT RULES

• GAME PLAY

- TWO MINUTE WARMUP
- ONE 12-MINUTE PERIOD, RUN TIME
- 4 ON 4, NO SUBS
- 10 GOAL LEAD MERCY RULE
- PUCK DROPPED TO START THE GAME AND WHEN GOALS ARE SCORED.
- ALL OTHER STOPPAGES WILL HAVE THE DEFENDING ZONE TEAM "PLAY IT OUT"
- NO TIMEOUTS
- TEAMS MUST HAVE AT LEAST 3 SKATERS AND 1 GOALTENDER TO START EACH GAME (SEE PENALTIES REGARDING EJECTIONS)

• PENALTIES

- MINOR PENALTY = IMMEDIATE PENALTY SHOT
- MAJOR PENALTY = IMMEDIATE PENALTY SHOT AND EJECTED FROM TOURNAMENT
- ANY MISCONDUCT, GAME EJECTION OR GAME DISQUALIFICATION = IMMEDIATE PENALTY SHOT AND EJECTED FROM TOURNAMENT
- IF EJECTED, NO SUBS ARE PERMITTED

• END OF GAME

- ROUND ROBIN GAMES CAN END IN A TIE
- ALL GAMES AFTER ROUND ROBIN, IF TIED, WILL GO TO A FULL TEAM SHOOTOUT. AFTER 4 SHOOTERS PER TEAM, THE SHOOTOUT WILL BE SUDDEN DEATH. ALL PLAYERS WILL REPEAT IN SAME ORDER AS ROUND 1 DURING SUDDEN DEATH.

• CHECKING

WCRHL is a NON-CHECKING league. There will, however, be contact, as there is in any competition situation. Any open ice hits, ice hockey-type interference, and charges/checks along the boards will not be tolerated. Penalties are at the referee's discretion. Any attempt to injure will be examined closely by the WCRHL staff, and could require the suspension of the player for any future WCRHL Alumni Events.

• FIGHTING

FIGHTING IS NOT TOLERATED. All fighting majors will result in ejection from the tournament. All fighting majors and other game ejections/game disqualifications will be subject to the review of WCRHL staff, and could require the suspension of the player for any future WCRHL Alumni Events.

- TIEBREAKERS = TOTAL WINS, HEAD TO HEAD RECORD, GOAL DIFFERENTIAL, GOALS AGAINST, GOALS FOR, COIN TOSS