

***Alexandria Bay Chamber of Commerce and Labatt Blue invites you and your teammates to enjoy the experience at a 4 on 4 Pond Hockey Tournament.***

**TOURNAMENT PLAYER REQUIREMENTS** 48 teams of adult men and women players age 21 and older will compete. Teams will be placed in divisions according to age Team schedules will be provided prior to the tournament. **TOURNAMENT & ENTRY DETAILS:**• All players must be 21 years of age by the start date of the tournament 2/10/12; a picture ID will be required at check-in and will be checked throughout the event.• Each team is scheduled to play at least three games during round robin play (**weather permitting**).

•There is a **\$180** entry fee (must be paid through Alexandria Bay Chamber of Commerce) to register.

•**Team registration form must be sent to Alexandria Bay Chamber of Commerce to fully register your team. (Team spot will NOT be held without registration form and payment)**

•Teams who don't show are not refunded their entry fee. Team payment must be made in full to reserve the team's spot during the registration process.• All player's waiver forms are due before the event or at check-in.

•There will be NO "Rain date" for the tournament. If the event is cancelled for weather related issues, teams will be given a refund of their entry fee.

•Prizing will be awarded to the Tournament Championship Teams immediately following the tournament. All participants will receive a gift compliments of Labatt Blue.

# OFFICIAL REGISTRATION AND ROSTER FORM

TeamName: \_\_\_\_\_  
Requested Age Division (check): under 40 \_\_\_\_\_ OVER 40 \_\_\_\_\_ Women \_\_\_\_\_  
Contact Name: \_\_\_\_\_

Contact Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_

Zip: \_\_\_\_\_

Contact Phone: H \_\_\_\_\_ W \_\_\_\_\_ C \_\_\_\_\_

E-Mail (Required): \_\_\_\_\_

How did you hear about this tournament

**PLAYERS NAME -(Print Clearly) DATE OF BIRTH -**

Example: John Smith 12/24/1979

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

\*Minimum of four players and maximum of six players per team roster. I, the team contact, acknowledge that the above roster information is accurate. I also understand that inaccurate roster information may result in tournament disqualification.

Team Contact Signature: \_\_\_\_\_ Date: \_\_\_\_\_

**WAIVERS ARE TO BE TURNED IN AT CHECK-IN BY TEAM CAPTAIN**

**PLEASE GO TO [WWW.VISITALEXBAY.ORG](http://WWW.VISITALEXBAY.ORG) TO REFERENCE ANY OFFICIAL REGISTRATION FORMS, GAME DAY SCHEDULES, AND EVENTS, ETC.**

**Rules**

- All players are required to wear a helmet. Full equipment is suggested but not required.
- All players must be 21 years of age by the start date of the tournament. Teams must also follow the additional age requirements for their respective division. Photo ID's are required at check-in and will be checked throughout the event. Players unable to produce a photo ID acceptable to a tournament director at any point, cannot participate until an acceptable ID is provided.
- All players are required to sign a release form prior to playing. Teams play at their own risk.
- Players may only play on one team. Players cannot play for multiple teams.
- All teams must have home (white or light) and away (dark) jerseys.
- Minimum number of players on a team is 4, maximum is 6. Teams must have 4 players at the start of each game.
- Teams need to be ready to play at their designated start time; if a team does not have four (4) players ready to play, they will be penalized 1 goal for every 2 minutes the game starts late.
- All goals must be scored from the attacking side of center ice.
- There will be no offside or icing.
- One referee will be used for each game and penalties will be enforced. Any minor penalty called such as tripping or slashing will result in a goal for the non-offending team plus change of puck possession.
- Any major infractions called will result in ejection from the tournament with no replacement.
- Fighting is strictly prohibited. Any player that fights will be ejected from the tournament with no replacement.
- There will be no checking or body contact. A minor or major penalty will result if the referee deems it serious enough.
- There will be no slap shots. If the stick comes above the knee in a slap shot motion it will be deemed a slap shot and result in a goal and a change of puck possession.
- There will be no raising the puck above the knees; pucks that are intentionally raised above the knees will result in a change of puck possession.
- Making contact with the puck using your stick above the waist will result in a change of puck possession.
- There will be no goalies or use of goaltending equipment.
- Players must remain on their skates in front of goal. A player may not lay his/her stick, drop to their knees or lay on the ice to protect the goal. A goal for the non-offending team will result and change of puck possession.
- If the puck goes out of the playing area the referee will determine who sent it out and give possession to the non-offending team at the point where the puck went out. The defending team must provide two stick lengths to their opponent upon reentry and play must start immediately on the referee's command (whistle).
- There will be a center ice face-off to start the game and the second half. Otherwise, teams will be required to wait on their side of the red line for goals scored and penalties. Defensive teams can engage the offensive teams once the play starts moving up ice. The offensive team must move the puck up ice quickly on the referees command (whistle).
- Prior to every game, each team will designate 2 players that may be required to scrape or broom the rink before each game.
- Illegal players and teams: If the tournament director(s) determine that an illegal player has participated in the tournament: (1) the player(s) shall be immediately removed from the tournament. (2) The team using the ineligible player(s) will receive a 0-1 forfeit loss in each of the games played with the illegal player(s). Illegal players are any participants that violate the minimum age requirement for their division or. This also includes players playing in a game that have not been documented on the rosters turned into tournament director by their team captain.

**Format**

- This tournament is a 4 on 4 round robin event.
- Every team is guaranteed three games
- Each team will play three round robin games within their group. The winning team from each group will advance. All teams in the finals are required to wear the Labatt Blue sponsored jerseys.
- Teams receive: Regulation Win = 3 pts, Overtime Win = 2 pts, Overtime Loss = 1 pt, Regulation Loss = 0 pts.
- All games are 30 minutes in length consisting of two 15 minute run time halves with a 2 minute warm-up before each game.
- Round robin games that end in a tie will result in a 3-minute run time overtime period. The team that scores the most goals during that period wins. If still tied, there will be an additional sudden-death overtime where the first team to score wins.
- Championship games that end in a tie will be decided by a 5-minute run time overtime period. The team that scores the most goals during that time will be the winner. If still tied, 5-minute run time periods will continue, where the team that scores the most goals during that period wins; until a winner is determined with one minute breaks in between each period.

**\* THE TOURNAMENT DIRECTOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVERALL GOOD OF THE EVENT.**

**REGISTRATION IS LIMITED, FIRST COME, FIRST SERVED**