



## **BAUER ACC24 TOURNAMENT BY-LAWS**

**Everyone attending the 2024 BAUER ACC should familiarise themselves with the Tournament By-Laws.**

The 2024 Bauer ACC will be officiated under the current IIHF Inline rule book. In the event of any contradiction with the IIHF rule book, these by-laws will override it.

### **1. PLAYER ELIGIBILITY**

All players must be 15 years of age as of 27th March 2024

### **2. TIMING RULES**

#### **PRELIMINARY ROUNDS (*Running clock*)**

Pro – 20 minute halves

Div 1, 2, 3, Masters & Womens – 15 minute halves

Half time break - 2 minutes

Clock does not stop unless requested by the referees

No time outs

#### **SEMI AND GRAND FINALS**

Pro - 20 minute halves

Div 1, 2, 3, Masters & Womens – 15 minute halves

Half time break - 2 minutes

Second half clock stops in last 2 minutes if game within 1 goal difference

One (1) time out per team

### **3. UNIFORMS**

Team uniforms must consist of **matching jerseys** with **individualized numbers** on the back.

Numbers will not be accepted if they are drawn or taped on to the jersey. Players will be asked to leave the rink until they are wearing the appropriate uniform.

Jersey Numbers must be organised by 20<sup>th</sup> March and submitted to the tournament directors – this will avoid any late starts. Failure to do this will result in late start penalties (see By-law 9.)

### **4. EQUIPMENT**

All helmets must be fitted with a minimum half visor (18 years +) or a full face cage if under 18 years.

We enforce a **White Stick Tape Only** policy in our facility to ensure minimal marking to the sport court flooring and boards.

### **5. HOCKEYSYTE SCORING**

Tournament Results & Statistics can be found at **[acc.hockeysyte.com](http://acc.hockeysyte.com)**

Please note: Scoring a tournament of 161 games (back to back) is no easy task, if you should have any queries regarding game outcomes, statistics etc, please speak to the Tournament Directors for clarifications/resolutions. Do not go to the scorer's box, as the scorers will be busy scoring the next game.



## **6. PENALTIES**

All minor penalties are 2min.

All major penalties are 5min.

All misconduct penalties are 10min in accordance with IIHF penalty rules.

Match penalties and suspensions will be in accordance with IIHF Rule book.

Any player that is suspended will not be allowed to compete in any other division of the ACC24 Tournament until the suspension has concluded in the division it was received in.

**EG/ 1 game suspension in Div 2 – cannot play again until that team in Div 2 has played another game and the suspension has been sat.**

## **7. OFFSIDE / ICING**

Offside - YES

Icing - NO

## **8. PUCKS**

All IDS game pucks are supplied by STADIUM34. Teams need to supply their own warm up pucks.

## **9. LATE STARTS**

Late starts will be penalized - one (1) goal for every full minute the game clock counts down.

Games will be forfeited after a delay of 10 minutes.

To start a game, you need a minimum of 3 players.

## **10. DRAWN GAMES**

ROUND ROBIN GAMES - The game will be recorded as a draw.

SEMI AND GRAND FINALS - An extra five (5) minutes of 3 on 3 overtime will be played. If at the end of the extra five (5) minutes the game is still drawn, a three (3) man penalty shoot-out will take place.

## **11. POINTS**

Win 2 points. Draw 1 points. Loss 0 point.

Forfeit 0 points (opponents 3-0 win)

## **12. POSITION ON LADDER**

In the event of teams finishing the round robin games with the same points on the ladder, the final positions will be determined by:

- 1) Wins
- 2) Goal Difference
- 3) Goals For (GF)
- 4) Head-to-head result

## **13. FINALS**

To be eligible for finals a player must have played three (3) round robin games.

Team rosters are unable to change during finals. How your team starts finals is how you finish.



#### **14. FAILURE TO PLAY A ROSTERED GAME**

In the event of a team failing to attend a rostered game, that team will be subject to a forfeit fine of \$200.

#### **15. ZERO TOLERANCE – REFEREE ABUSE AND FIGHTING**

Referees will enforce a zero tolerance to abuse and major penalties/susensions will be applied for fighting. Please respect all referees and your opponents.

#### **16. END OF GAME**

Teams are to exit the rink immediately through the main gate (in between the player benches) and allow the next lot of team's time to prepare for their game.

#### **17. PRESENTATIONS**

All award presentations will take place on the rink after the completion of each grand final game.

#### **18. PROTESTS**

In the event of a protest, the tournament directors will hear the protest and the decision of the directors will be final. All protests must be lodged with the tournament directors within one (1) hour of the conclusion of the game and be accompanied by a non-refundable deposit of \$100.

#### **19. FILL IN PLAYERS**

Players can not fill in for another team that they were not registered to play with (in any division). Approval may be given by the tournament directors in extreme circumstances.

#### **20. HEAT POLICY**

If the inside temperature reaches 30°C, the Tournament Director may consider modifying game times by reducing the length of halves and increasing the half time break.

If the temperature reaches 35°C, game lengths and breaks will be modified.

If the temperature reaches 36°C or above, games may be delayed or cancelled.

*Please note: These by-laws will remain fluid and may be subject to change by the Tournament Directors.*