



The Time Warner Classic Rink will host the 2nd annual Labatt Blue Winter Classic Pond Hockey tournament on December 31, 2009 through January 1, 2010. This 24- team tournament will celebrate the historic NHL Winter Classic that was hosted at Ralph Wilson Stadium on January 1, 2008.

TOURNAMENT AND ENTRY DETAILS

- There is a \$250 fee to register. Teams who don't show will lose their registration fee. \$250 payments made by check to "Performax Hockey" **and team roster** must be received and cleared to reserve a spot.
- Each team captain is **REQUIRED** to attend the pre-registration party in December at Riley Street Station. Due at that time are **ALL** the player waiver forms.
- Prizing will be awarded to the Divisional Tournament Championship Teams immediately following the divisional championship games. The top team earns an "automatic" bid to the Labatt Blue Buffalo Pond Hockey tournament in Erie Basin Marina in Feb, 2010.
- All players must be 21 years of age by the start date of the tournament (12/31/09); a picture ID will be required at check-in and will be checked throughout the event.
- Each team is guaranteed three games during round robin play and are placed accordingly by Tournament Manager, Ed Ellis, for the event.
- Please go to www.performaxhockey.com/winterclassic and www.thinkrink.org to reference any pond hockey documents: registration form, waivers, rosters, schedule.

TOURNAMENT PLAYER REQUIREMENTS

Teams must be comprised of players 21 years & older.

OFFICIAL REGISTRATION & ROSTER FORM

TEAM NAME: _____

CONTACT NAME: _____

CONTACT ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

CONTACT PHONE: H _____ W _____ C _____

E-MAIL (REQUIRED): _____

HIGHEST LEVEL PLAYED

1. Professional (All levels and Europe) / NCAA Division I-III College / Major Jr. / Junior A
2. Junior B / Non-Varsity College (ACHA) / Midget AAA / Prep School
3. Junior C / High School / Competitive Midget / Adult Advanced with no youth experience
4. Bantam / Pee wee / Squirt / Some Competitive Youth / Adult Intermediate with no youth experience
5. Very little Youth Hockey Experience / Adult novice level 5+ years
6. Didn't play as a youth / Started playing as adult with 1-5 years experience

PLAYERS NAME - (PRINT CLEARLY) DATE OF BIRTH - HIGHEST LEVEL

EXAMPLE: JOHN SMITH 1/7/78 3

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: _____

ROSTERS ARE DUE WITH PAYMENT TO RESERVE A SPOT !

TOURNAMENT RULES & FORMAT

- 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, AT ANY POINT, CANNOT PARTICIPATE UNTIL THE ID IS PROVIDED TO A TOURNAMENT DIRECTOR.
- 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 IN LABATT BLUE POND HOCKEY TOURNAMENT.
- 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.
- A PLAYER MAY NOT LAY HIS/HER STICK, DROP TO THEIR KNEES OR LAY ON THE ICE TO PROTECT THE GOAL. PLAYERS MUST REMAIN ON THEIR SKATES IN FRONT OF 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 REFEREE'S COMMAND (WHISTLE).
- PRIOR TO EVERY GAME, EACH TEAM WILL DESIGNATE (2) PLAYERS TO SCRAPE HALF THE GAME RINK.
- 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 PLAY IN A DIVISION ABOVE THEIR SKILL LEVEL.

FORMAT

- THIS TOURNAMENT IS A 4 ON 4 ROUND ROBIN EVENT.
- EACH TEAM WILL PLAY THREE ROUND ROBIN GAMES WITHIN THEIR GROUP. GROUP WINNERS WILL ADVANCE TO THE DIVISIONAL CHAMPIONSHIP GAME.
- 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.*