



2024 Pond Hockey Classic

Roster & Waiver

Team Name: _____

THE UNDERSIGNED PARTICIPANTS do hereby:

- 1. Assume all risks and responsibility of possible damage or injury involved through participation in this program. I understand I am to furnish my own insurance in case of injury,
- 2. Certify that I am in good health and capable of participation in this activity,
- 3. Agree to indemnify and hold harmless the Fargo Park District from liability resulting from my participation in this program,
- 4. Confirm that all players signed below are 18 years or older, and
- 5. Agree that all team members will adhere to all tournament rules. Failure to do so will result in penalties including the removal of offending players from the tournament.

PRINTED NAME	EMAIL	BIRTHDATE	SIGNATURE	DATE



RULES

ADMINISTRATION – PRIOR TO GAME

1. Players can only play on one team.
2. All teams must have similar jerseys or uniforms. Two are preferred, a light and a dark.
3. All players must check-in at the Player Information Table in the warming house before their first game to sign a liability waiver and obtain a wristband. This wristband must be worn throughout the tournament weekend.
4. A representative from your team must attend a rule meeting before your first game.
5. Substitutions must be made prior to the first game on the first day of tournament play at the Player Information Table in the warming house tent. No other substitutions throughout the tournament are allowed. The four to six players that are on your roster on the first day of tournament play must be the same players that play on your team throughout the tournament.
6. Players must have I.D for each game in case of a protest. Protesting teams will also have their rosters checked.
7. There will be one rink manager/scorekeeper to monitor play (scoring, time, puck reset, they are NOT referees)
8. Absolutely no outside beer or other alcoholic beverages may be brought onto the Fargo Pond Hockey Classic (Fargo Park District) property unless an Alcohol Consumption Permit has been purchased.

PENALTIES

1. Penalties will be called for rule infractions. Penalties called are final. A minor penalty will result in possession of the puck awarded to the opposing team. Rink officials will have the discretion to also award a goal to the opposing team when a minor penalty is flagrant and/or a team is consistently playing in a reckless manner.
2. Any major penalty, which includes any action that could possibly injure another player, will result in that player being ejected from the tournament. The team that received the ejection will play the remainder of the current game short-handed. The rink official will determine major penalties. (No players can be added if others are lost to major penalties).
3. Abuse of scorekeepers will be considered a major penalty. This includes yelling, swearing, or arguing about calls.
4. No checking is allowed. Such action will result in a minor penalty unless deemed serious enough to be a major.
5. No slap shots allowed. Such action will result in a minor penalty.
6. Players cannot fall or lay on the ice in an effort to protect the goal area. Such action will result in a minor penalty.
7. Goaltending is a minor penalty (See Game Play - 10)
8. Contacting the puck with a stick above the waist will result in a minor penalty
9. Teams must give their opponents 1/2 ice after a goal is scored or it is considered a minor penalty

**RULES ARE SUBJECT TO CHANGE - MAY BE ADJUSTED BY
TOURNAMENT COORDINATOR AS HE/SHE DEEMS NECESSARY!**



RULES

GAME PLAY

1. Games will be composed of two 12-minute halves with a 1-minute halftime.
2. All players must wear a helmet with a strap and hockey skates. Protective equipment is optional but highly recommended.
3. No goalie equipment or goalie sticks permitted.
4. The winner of a coin toss will determine which goal to defend. Teams will switch goals after first half.
5. There are no off-sides or icing calls.
6. Goals must be scored from the attacking side of center ice.
7. All games are running time and substitutions can be made during play (players leaving the game must be at the snowboards before a new skater can engage in play) or while a puck is out of play.
8. If a puck goes out of bounds, the last team to touch it loses possession. During restart, the defender must give his opponent half ice.
9. Players should not pursue puck out of play. Officials will have extra pucks and immediately spot a puck for play to continue.
10. Goaltending is not allowed. A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. A defender may deflect the puck in the crease area, but the defender must do so while continuing to move through the crease area. The crease area is defined as an imaginary box extending out four feet from the outside corners of the goal. Scorekeepers will give a warning to the team if they deem goaltending is taking place. Further goaltending will result in a minor penalty. The scorekeepers have the final say as to what is considered goaltending. Deference will be given to a defender in front of their own net where their progress is impeded by the pick or interference of an offensive player.
11. Saucer passes (i.e. pucks that are lifted low, below the knee) are acceptable.
12. Scorekeepers will call out the score after each goal. This includes goals scored by players or awarded from minor penalties.
13. In the event of a tie during both qualifying and championship games, the play will move to sudden death format.
14. Games start and stop when scorekeepers blow the whistle, for every minute a team is late they will be penalized for a goal. If a team fails to show up they will forfeit the game with the final score of 15-0.
15. Teams are responsible for shoveling following their game.

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