

RMRHL Ironman Tournaments 2009

RMRHL Mission for Ironman: To provide a safe and fun environment for both youth and adults to develop player conditioning, build endurance and promote hard work and friendships.

Zero Tolerance: There will be zero tolerance for fighting or verbal abuse to anyone before, during, or after the event.

Teams: 4 players and a goalie (1 substitute).

Rink Play: 3 players and a goalie. Teams must start the game with 3 skaters and a goalie.
There will be 2 – 12 minute periods.

Day & Times:

Games will be played Saturday Nights between 4:00pm and 11:45pm.

High School Varsity & JV's open division will be played between 6:30pm and 11:30pm.

1st game time will be determined at the time of registration.

HS Varsity and JV's will play every Saturday. Adults will play on Thursday nights 7:00pm to Midnight.

Registration & Fees:

All teams must pre-register and pay the Thursday prior to that weekend's event. Sign up your team at the front desk. Each weekend is a separate tournament and the teams will need to re- register for each event. You can only sign up for 1 event at a time. If the event is full for a weekend your team will automatically be placed on the wait list for the following week's event.

NOTE: THERE MUST BE AT LEAST 4 TEAMS TO HOLD THE EVENT.

Team fees are \$125.00 per team, per event. All players must be USA Inline hockey members to participate for membership go to www.usahockeyinline.com.

Rules:

- All games will be called to the USA Inline new standard of play and all USA rules will apply.
 - There are only 2 puck drops per game 1 at the beginning of the game and 1 after the half. All other stoppages will be taken behind the goal line and advanced within 3 seconds. After 3 seconds the opposing team may attack the puck. If the goalie is noticeably stalling to place the puck behind the line this will result in a delay of game penalty. There are no coaches allowed on the bench.
 - All penalties will result in a penalty shot. Matching penalties will result in each team taking a penalty shot. Double minors will result in 2 penalty shots. A 5 minute major and or a game misconduct will result in an immediate ejection from that weekend's event and possibly future events.
 - You may pull your goalie at any time during the game. If a goalie is pulled and your team is penalized the result is an automatic goal for the opposing team.
 - All teams are guaranteed 3 games. In the quarter, semi, and final games if you lose you are out.
 - In all divisions the top seed is determined by Win loss record, Goals Against, and then Goals For in that order.
 - A mercy rule can go into effect in the quarter, semi, or final games after a 10 goal differential in the second period. A mercy will be the referee's discretion.
 - A tie game will result in a 3 player shoot out. If the game is still tied the game will be determined by a sudden death shoot out.
 - All teams must line up and shake hands at the end of each game.
 - The first 4 teams to sign up will be assigned a locker room. All locker rooms must be cleaned upon exiting. Teams will lose locker room privileges for future events if this is not done.
- Note: The music will be playing the whole time of the event.
You may play up to 5 games in a night depending on # of teams and seeding so make sure you are prepared with plenty of liquids and health food snacks.