

Burlington “Pond” Hockey Tournament
January 19, 20 & 21, 2018
Echo Lake Park – Burlington, WI
Friday, Registration at 5 pm; Start at 6 pm in Echo Park
Saturday, Registration at 8 am; Start at 9 am in Echo Park

Registration Form and Roster

MUST BE 19 YEARS OF AGE OR OLDER TO PARTICIPATE

Team Name: _____
Contact Name: _____
Contact Address: _____
Contact Phone: _____ (H) _____ (C)
Email: _____
How did you hear about the tournament? _____

Team entry fee:
Adult Recreation \$200/Team (Teams of up to 6 players, play is 3 v. 3)

Prizes:

Payment Method: (Check One) Make checks payable to: BACC
___ Check ___ Money Order ___ Visa ___ Mastercard
Cardholder's name: _____
Credit Card Number: _____ Expiration Date: _____
Security Code: _____ Signature: _____ Zip Code: _____

Team Roster
(Valid state issued ID required at check-in for proof of age)

Name: _____	DOB _____	Email _____
Name: _____	DOB _____	Email _____
Name: _____	DOB _____	Email _____
Name: _____	DOB _____	Email _____
Name: _____	DOB _____	Email _____
Name: _____	DOB _____	Email _____

Send Registration form and payment to:
Burlington Area Chamber of Commerce
P. O. Box 156
Burlington, WI 53105

REGISTRATION DEADLINE JANUARY 2, 2018

Burlington Adult Pond Hockey Tournament

Official Rules

Teams of six (6)

Play is 3 on 3

Tournament Rules

- All players must wear helmets and hockey skates. Protective equipment is optional but highly recommended.
- Players may only play on one team. Players cannot play for multiple teams.
- All teams must have home (white or light color) and away (dark) jerseys.
- Maximum of six (6) players on a roster. Minimum number of players on a roster is four (4). Teams must have four (4) players at the start of each game. All players must be 19 or older.
- 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 one (1) goal for every two minutes the game starts late.
- All goals must be scored from the attacking side of the 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 team ejection from the tournament with no replacement team.
- Fighting is strictly prohibited. If any player fights, the team will be ejected from the tournament.
- There will be no checking or body contact. A minor penalty or team ejection for major infraction 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 for the non-offending team plus change of puck possession.
- Saucer passes (i.e., pucks that are lifted low, below the knees) are acceptable.
- 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.
- 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 the goal.
- No more than one player can occupy the space in front of the net. A goal for the non-offending team and change of puck possession will result for violations of this rule.
- If the puck goes out of the playing area, possession will be given 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 re-entry and play must start immediately. Players are expected to make the call on who last touched the puck before leaving the rink. In the event of a disagreement, the referee will make the final determination.
- There are no off-sides or icing calls.
- 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 center 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). Whenever play has stopped for any reason, player must resume play on the referee's signal (whistle).
- All games are running-time and substitutions can be made during play ("on the fly") or while a puck is being retrieved. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only three (3) players on the ice.

- All decisions of the referee are final. If any player argues with the referee, at the referee's discretion a goal and puck possession will be awarded to the non-offending team.
- Prior to every game, teams may be asked to scrape the rink if necessary.
- All games are running time.
- All games will be composed of two 15-minute halves with a 2-minute halftime. Games that end in a tie will be decided by a sudden-death overtime where the first team to score wins.