



Ozone 3's General Rules 2021

1. All Ozone 3's games will be played in accordance with EIHA guidelines & Rules. Only registered coaches and managers will have access to the changing rooms and team bench areas.
2. All games are played as post-season and are open to players who are eligible to play in the relevant age group during the 2020/2021 season.
 - a. U10s players born up to 2012
 - b. U12s players born 2010, 2011 (or later if playing up an age group)
 - c. U14s players born 2008, 2009 (or later if playing up an age group)
 - d. U16s players born 2006, 2007, 2005 (or later if playing up an age group)
 - e. U18s players born 2004, 2005 (or later if playing up an age group)
3. All teams must register prior to their first game and have paid their entrance fee in full. Team registration lists should be presented to our Ozone Point of Contact, on arrival at the rink. All relevant paperwork must be received beforehand, as per section 6 below.
4. Teams from outside the governance of EIHA must provide a letter from their national governing body confirming their participation has been sanctioned 14 days prior to the tournament commencing.
5. Only registered players to the represented club will be allowed to participate. Guest players must have authorisation from the Ozone governing body, 14 days prior to Ozone 3's commencement, all guest players must meet the following criteria.
 - a. Must seek within own club set up firstly.
 - b. A player can only play for one team in each tournament.
6. Grouping U10/U12/U14/U16/U18
 - a. Teams will be entered into groups A or B based on the first instance of which league they have completed their season during 2019/20, in the event of over subscription in either group the final league positions will be used to determine which teams will be entered into the 2 pools.
7. ICING RULE DOES NOT APPLY IN ALL OZONE 3'S GAMES.
8. 1 Minuet on ice warmup
9. Teams to be in skate hire with 5 minutes remaining in the game prior to their game commencing.
10. Ice Cuts will consist approximately every 2 to 3 games, time dependant and subject to change.
11. Penalty table for U10/U12/U14/U16/U18
 - a. Minor or Bench Minor = Penalty Shot (i.e., 2+2 = 2 x Penalty Shots)
 - b. 10 Minute Penalty = Player ejected from the game
 - c. 5+Game Misconduct = Penalty Shot + Player ejected from the game
 - d. Match Penalty = Penalty Shot + Player ejected from the game + minimum 1 game suspension reviewed by on ice officials/committee
 - e. Match Penalty for Fighting = Penalty Shot + Player ejected from the game + possibility for ejection from the rest of the tournament subject to review by on ice officials/committee.
 - f. All players to line up on the benches excluding penalty shot taker, once the penalty shot is taken, play will commence via a face off (regardless of the outcome of the penalty shot)
 - g. The bench coach in charge can select any player to take the penalty shot.



12. Teams will be allocated to one changing room prior to the event. Therefore, any damage must be reported to the tournament office immediately. Where any damage is proved to be the responsibility of a team, that club may be invoiced for the full cost of repairs.
13. Any complaints/appeals must be made in writing within 30 minutes of their game ending, to the Ozone 3s committee, a non-refundable fee of £100 will be made payable for each complaint/appeal. Must be registered Team officials Manager or Coach, no more than two representatives to complain.
14. All items will be left at owner risk and the tournament committee will not be responsible for any loss/damage to personal items.
15. No gathering around the goal Net prior to the game starting, 1st offence will be a warning, 2nd offence Bench Minor Penalty (In conjunction with Penalty Table's) will be awarded against any team that does so, 3rd offence may result in points deduction.
16. No handshakes at the end of a game, except the Final. all players, coaches and managers must leave the ice immediately via the exit door; only exception to this is your final game.
17. All Group games will be scored as followed.
 - a. Win = 2 Points
 - b. Draw = 1 Points
 - c. Loss = 0 point
18. U10/U12/U14/U16/U18 – The final games will be the teams that have the highest points in each group. In the result of a draw at the end of normal time in the Knockout stages, then each team is to present Three players to take a penalty shot. If the scores are still tied after the initial three shots, then a sudden victory shootout to take place, with each member of the team taking a shot, before returning to the initial takers. In the result of a draw in the **Final**, then a sudden death (golden goal) overtime will be played until someone scores.
19. In the event of tied points at the end of the group stages positions will be determined in the following criteria
 - a. Total Points
 - b. Results between all teams tied
 - c. Goal Difference +/-
 - d. Goals scored
 - e. Goals conceded
 - f. Least amount of penalties
20. U10/U12 – will be run as 1 x 18 running clock with line changes on the buzzer for the U10s. Changes on the fly for the U12s.
21. U14/U16/U18 – will be run as 2 x 13-minute running clock.
22. No Time-outs allowed.
23. If a player is assessed a Match Penalty, in conjunction with EIHA Rules and Guidelines a MATCH report will be submitted by on ice officials to EIHA discipline and further action may be taken.
24. Coaches are permitted to pull the goalie for an outfield player at any point of the game.



Specific U10/U12 Rules & Guidelines

1. Minimum of 9 players per team plus 1 net minder.
2. U10s games to be played with shift buzzer, teams to change lines upon hearing the buzzer.
3. U12s games to be played without the shift buzzer, changes to be made on the fly.
4. Games to be played 3 on 3 u12s or 4 on 4 U10s
5. Lines are to be divided according to ability. i.e., best 3/4 players first line, next best second lines. Please do not play first line players on second line to gain advantage. This will be deemed as a breach of the tournament rules and will be dealt with accordingly.
6. All referee decision as with any game are final.
7. Penalties shall be awarded as a penalty shot, game play to continue following the penalty shot if no goal scored.
8. For the case of a draw in the final game after regular time there will be 5 penalty shots, if scores are still level, then sudden victory penalty shots.