



## Regulations to the 6. Kids Cup :: U10

**The German version of the regulations is valid in the case of a dispute (caused by errors in the translation). Please understand this version only as a service for our foreign guests!**

### 1. Overall Guidelines

The games will follow the valid rules and guidelines of the IIHF (International Ice Hockey Federation), the regulations of the "Deutscher Eishockey Bund" (German Ice Hockey Federation) as well as "Eissportverband Baden-Württemberg – Abteilung Eishockey" (Sport Association Baden Württemberg, Germany -Division Ice Hockey), if it is not differently arranged by this regulation.

### 2. Organizer

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### 3. Time and Place

The tournament will be held from 28<sup>th</sup> to 29<sup>th</sup> of December, 2012.

Place: Nebenhallen der SAP Arena Mannheim  
Xaver-Fuhr-Strasse 150  
68163 Mannheim

### 4. Members and the Eligible Players

The eligible male players should have the birth year 2003 and younger. The Tournament director has the right to check if the players are eligible.

### 5. Team Composition

The games will be played with 4 against 4 field players plus one goalie.

The recommended composition of the team should consists of at least 12 field players and one goalie. We suggest to divide the team in (at least) three fixed blocks.

If the number of field player fell below the minimum of 8 (e.g. due to injuries or illness) you should immediately inform the tournament director. The tournament director has the explicit authorisation to cancel the game against the team below minimum.

The goalkeeper can't be replaced by a field player.



## **6. Rotation of lines / Course of the game**

Under the direction of the time keeper the blocks must be changed every 60 seconds. Every field player must leave the playing field. It is not allowed for any field player to play twice.

It is a flying rotation of the blocks. I.e. after the signal "Time/Wechsel" no field player is allowed to contact the puck and must leave the playing field as fast as possible. Simultaneously with the signal "Time/Wechsel" the new block enters the playing field and continue the play.

If the puck is not playable (e.g. puck under control of the goalkeeper), the referee will throw the puck "in the corners" to continue the game. If the puck is outside the playing field the referee can continue immediately with the throw of a "new" puck.

After goals and after setting a penalty (see 10.1.) the game will be continued by face-off.

## **7. Coaching Staff**

On the ice, no more than 3 people from the supporting staff (coaches and staff) are located.

## **8. Length of the Game**

The length of the game is 24 minutes (2x12). In the matches for the final ranking list (F1, F3, F5, F7, F9) the length of the games will be extended to 30 minutes (2x15).

Under the direction of the time keeper (every 60 seconds) the blocks will be changed (see 5.). During the match the game time will only be held for a longer pause due to an injured player (which is under the direction of the referee). In this case, the parallel game (and the game time) will be also stopped under the direction of the time keeper.

It is not allowed to use a "Time-Out" (rule 422).

## **9. Separation of the Ice Ring/ Goal / Puck**

The matches are held in 2 field mode.

The playing fields are across the ice rink. The separation is ca. 3 meters besides the blue line, i.e. the playing field is the end-zone plus 3 meters.

The remaining neutral zone will be used as the player rotation/ coach area.

Due to the flying block rotation (see 6.) the players bench must be on the side of the own goal. Two matches will be held simultaneously.

The goals have the standard measurements.

The games will be played with 160 gram, black puck according to regulations from IIHF (International Ice Hockey Federation).

## **10. Tournament Plan**

Ten teams will play in the tournament.

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## 10.1 Preliminary Games

The preliminary games will be played according to the “round robin” mode. Each team will receive 2 points for each win and 1 point for each tie.

The following criteria will be present in the following order on the summary table:

- (a) Points
- (b) Direct comparison among the teams
- (c) Goals difference
- (d) Number of goals
- (e) Position in lottery

## 10.2 Ranking games

A game will be place for each place.

When a game ends in a tie in the ranking game, penalty shots will take place immediately at the end of the game. A lottery will decide who begins the penalty shots. Each team chose three players to shot the penalty and who shots the penalty will rotate from one team to another team. When there is still a tie, then each team chose one player to shot a penalty until a winner is determined. A player can not shot two penalties as long as not all the field players on his/her team have already completed a penalty shot.

## 11. Referee

The referee will be chosen by the director of the tournament. Each playing field will have one referee.

### 11.1 Fouls

When a referee determines that a foul has take place, there will be a one-minute time penalty. The time for the penalties starts when the play continues.

The end of the penalties is signaled by the “Punktrichter” who sits directly at the playing field. The penalty ends early with a goal against the shorthanded team.

Disciplinary punishment for a player will be decided through a discussion between the tournament director and referee, (possibly the player is not allowed to play in the next game or in the entire tournament).

## 12. Team Uniforms and Players' Equipment

Each team should bring a light and dark jersey. All the team head coaches will be asked in enough time before the next game which jersey color each team will be wearing. This will minimize time lost from having to deal with teams who have same or similar jersey colors.

Each player is required to have the complete and functional equipment and the equipment should meet the safety guidelines. When a player is found lacking his/her equipment according to the safety guidelines, the player will not be allowed to play until he/she has the proper equipment.

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## **13. Protests**

Protests are generally not accepted (except for eligibility / age).

## **14. Liability**

The tournament organizer is not liable for damages. The teams should be covered with the necessary insurances themselves. Each team is liable for any damages made to the locker room/ teams' changing room.

## **15. Special Regulations**

The trophy ceremony will take place immediately after the last game in the entire tournament. The teams are asked to wear their jersey when they appear at the trophy ceremony. Each team will receive a trophy for which position they placed.

Each team must be ready to play at least 10 minutes before their game begins. In order to maintain the planned time schedule, all teams are asked to hold the warm-up and the time on the ice at end of a game to minimal.

We wish all the teams a good arrival and a successful course in the tournament, especially three beautiful days in Mannheim!

## **15. Tournament Director**

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