

2024 Benej Classic Cup II Official Tournament Rules

Not all game situations may be listed here. In those cases the tournament Rules Committee should be consulted. Rules Committee members are Steve Bernstein, Peter Terreri, Brian Sullivan and Greg Pope.



Clear and consistent rules ease the stress on both players and refs. It is essential that all players be well informed of the tournament/league rules listed below. **Please take the time to read, learn and abide by these rules at all times.** While refereeing, players are encouraged to officiate the games of their fellow competitors fairly and objectively.

Finally, these rules have been developed and refined over decades. Their purpose is to help players improve their skills while providing a more even playing field for all.

Puck luck is always welcome... dumb luck is not!

General:

1. The height of level rink is to be 39.5", measured from the floor to the top of rink frame.
2. Rink surface should only be polished prior to a round, but may receive a quick dry buff prior to any match.
3. Pucks may be powdered at start of each period, after puck hits floor, and otherwise as determined by Referee.
4. Stick blade height may be adjusted only at play stoppage.
5. The Referee keeps time, conducts play from the open side of the rink and is charged with all game decisions. The Referee should update players when possible with time remaining at "a buck and a half" (1:30), 60, 30, and 10 seconds during each period or when asked by a player.
6. Scorekeeper (if available) updates the score sheet and with Referee, may give their view to clarify any play or ruling. If uncertain on a rule or play, the Referee is to consult a Tournament Official.
7. A match is 9 minutes, divided into three 3-minute periods, with players switching ends after each period and OT (only during play-offs).
8. Any forfeit prior to puck drop is scored as a 2-1 games. Any incomplete game will be scored as is at stoppage.
9. Players have an optional 1-minute timeout per game, which may be called only at a play stoppage. Play resumes at the face-off location closest to last play.
10. A game ends by mercy with any seven-goal lead after the end of the first period.
11. **As a reminder, these wonderful tables are over 30 years old. Please keep this in mind while playing and don't take out any frustration on them. Thanks!**
12. Finally, players be reminded; disrespectful conduct of any sort including profanity, obscene gestures, offensive remarks, trash talking, taunting, boastful celebrations, game abuse or other actions that demean individuals or the sport will not be tolerated. Tournament Officials can forfeit a match or disqualify a player for any of these offenses.

Face-offs:

13. All face-offs start with both players announcing, "READY". The Referee then pauses, and then calls "Go!" Referee should take into account the volume level of noise in the room and use hand signals for the players during the ready and go calls.
14. On the games opening face-off, the referee chooses which player will say ready first. On all subsequent face-offs, it is the players zone that determines who calls "READY" first. Once a goal is scored, the first call of go begins with the player who was scored upon.
15. The Referee has the option to call "play on" or "stop play" when a face-off, although fair, begins awkwardly.
16. On all circle face-offs, facing player bases are completely outside circle and stick blades pointed at the puck and held still.
17. For neutral zone face-offs, stick blades must be pointed at the puck and not closer than 1 inch from the puck. Other near players may line up with stick blades no closer than 3 inches from puck, with winger and center out of the offensive zone.
18. For center ice face-offs, all wingers must be in the neutral zone.
19. Faceoff locations will be in the zone a puck was shot from or deflected out of play.
20. Neutral zone face-offs take place after a puck goes out of play from that zone.
21. End zone face-offs take place:
 - a. After attacker shoots the puck off the net and out of play
 - b. After puck goes out of play from inside the offensive zone, after defensive "freeze" or bank shot score from within that zone.
22. The referee will stop play and resume:
 - a. At center ice after a goal.
 - b. At select corner or neutral zone spots, after mechanical breakdown or a player injury.
23. Jump Rule
Play is stopped by the referee on seeing any motion by facing players prior to "go" call. Two consecutive jumps by the same player should result in a Delay of Game call, resulting in a penalty shot.

Bank Shots:

24. A puck shot off boards by an attacking forward and directly into the opponents net is ruled no goal and a face-off held to the side and zone where the shot originated.
25. A puck shot off boards by an attacking defenseman and directly into the opponents net is ruled as icing. A face-off is made in the shooters end to the side of the goal the shot originated.
26. A puck shot off boards by any player into their own net, is ruled a face-off in the corner circle in your defensive zone on the side it was shot from. If the puck touches any player except a stationary goalie after the last bank and goes in the net, the goal counts.
27. Uncertainty by the players, referee or scorer on a player deflection after a board carom should favor a "no goal" ruling followed by a face-off.

Goals:

28. The puck must remain in net to be scored as a goal.
29. A shot by any player either directly or deflected into the net that does not contact the boards is scored as a goal.
30. A puck shot off the boards then clearly off any player, except a stationary goaler, and into the net is scored a goal.
31. A puck shot into the net from a fair face-off is a goal.
32. Any secondary play by the goaler in the crease from a stopped puck and into their own net is scored as a goal.

Possession Time

- 33. The defensemen and goaler, **alone or combined**, have 4 seconds upon safe possession of puck to move the puck into/ through contested ice.
- 34. All players have 4 seconds upon safe possession to move the puck from boards or slot into/through-contested ice.
- 35. The referee should give a verbal warning to any player abusing the possession rule with a call of “move the puck.” On further violations, all referee calls of 4-second delay, the clock is stopped and a face-off held in the end zone circle of violator. Referee should replace lost time when game significant.

Goal Crease Freeze Rule

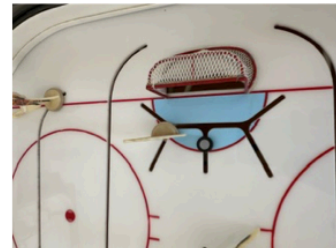
- 36. You may only call a freeze in the goal area if:
 - a) The puck is in contact with the goal line.
 - b) The puck is completely above the goal crease and not in contact with the right, center or left goaler slots and/or no player can touch the puck.



a – freeze ok



b – freeze ok



must play

- c) You are not allowed to intentionally move the puck to these positions in order to call a freeze.

Pico Shot

- 37. No goal counts if scored when an attacker shoots a stopped puck into the net using any part of the back 180 degrees of the player base (opposite to the stick blade.)
- 38. Players may shoot a stopped puck with the forward 180 degrees of the player’s base but the puck must also be in contact with the stick blade at the time of the shot.
- 39. On a Pico call, the Referee resumes play with a face-off in a corner face-off circle of the offending player on the side the shot was taken.

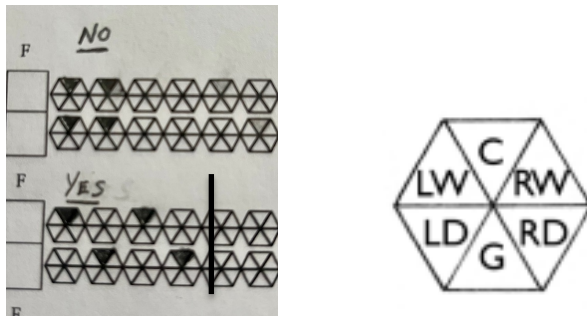
Infractions:

- 40. Referees are encouraged to warn players of any infraction before calling a penalty. Let’s keep play moving.
- 41. It is not permitted to intentionally play the goaler with the rounded side facing forward. The referee should remind a player to turn the player when possible during play. After two warnings, a penalty shot is called against the defending player.
- 42. It is not permitted to intentionally defend the goal with a defenseman’s stick blade inside the goal crease. If a shot is blocked by a defenseman’s stick blade inside the crease, without an immediate attacking score on the rebound, a penalty shot is called against the defending player.
- 43. It is not permitted to place the goaler over the goaler slot and pull up or push down on the rod in order to “lock the goaler” into the slot or bend the board. After one warning, a penalty shot is called against the defending player.

44. For a penalty shot, the referee sets the penalty clock at 4 seconds, and records a “P” for the attacker on score sheet. Attacker plays center, positioned as for a center ice face-off, and defender plays only the goaler. All forwards are pushed to the end of rink; all defensemen are pulled behind the nets with stick blades pointed away and with rods angled outward. Puck is placed at center, players announce, “ready”, and Referee calls “go”. Center has one attempt to score in four seconds. Rebound or secondary play is not permitted

Score sheet

45. When recording player goals, alternate scores by players to show the progression of scoring during the game. The example below shows three goals scored in the first period. After each period draw a vertical line to show period end.



Divisional Round Robins:

46. No overtime periods
47. Players receive
- 2 points for a win
 - 1 point each for a tie
 - 0 points for a loss
48. Tiebreakers
- a) Use following order for deciding positions after round robin play:
 - 1) Points
 - 2) Wins
 - 3) Head to Head
 - 4) Least losses
 - 5) +/-
 - 6) Most Goals
 - 7) Least Goals
 - b) One period playoff if there's a tie in points between players within a division for the last advancing position, then the tie breaker is applied as follows:
 - 1) Head to Head
 - 2) A one (1) minute period - most goals scored, is played. If the score is still tied after one minute, play *continues* for the next two (2) minutes until the next goal is scored (sudden death). If still tied, subsequent three (3) minute sudden death periods are played until a winner is decided.
 - 3) If three or more players are tied for the last advancing position, the highest standing player (following rule 48a) draws the bye.

Players Cup

49. One Division Format

- a. If there's a tie in points between players in the top position, then the following tie breaker is applied:
 - 1) Wins
 - 2) Head to Head
 - 3) A one (1) minute period - most goals scored, is played. If the score is still tied after one minute, play *continues* for the next two (2) minutes until the next goal is scored (sudden death). If still tied, subsequent three (3) minute sudden death periods are played until a winner is decided.
 - 4) If three or more players are tied for the top advancing position, the highest standing player (following rule 48a) draws the bye.

50. Two Division Format

- a. The division winner with the most points between the two (2) divisions, wins the Players Cup Championship, unless they are tied or within one (1) point of each other (e.g. 21 and 20). Then a one (1) game playoff will be held to decide the championship.

Champions Cup Playoffs

51. In each series, the player with higher ranking gets choice of game This applies to all divisions if playing simultaneously; with players in the A group getting first choice, B second and C third.
52. In each series the player with the lower rank has choice of starting rink end.
53. All playoffs are best of three, switching ends after each period and OT.
54. Playoffs are bracketed.