



“Skate The Frozen Chain”

**2nd ANNUAL
Adirondack Ice Bowl Pond Hockey Tournament
Fourth Lake, Old Forge, NY
January 29th – 31st 2010**

TOURNAMENT DETAILS:

- 3 Day Long Pond Hockey Tournament (Friday – Sunday), on Fourth Lake in Old Forge, NY
- 4 on 4 Pond Hockey (Allowed up to Six Players per Team)
- No Goalies, Pond Hockey Nets are used
- Games Consist of Two 15 Minute (Running Time) Halves, with a 5 Minute Halftime Intermission
- Rink Dimensions: 150 ft long x 75 ft wide, Surrounded by 18” High Official Pond Hockey Boards
- 2 Divisions: Open Division, Over 40 Division
- Prizing will be awarded to Championship and Runner-Up Teams
- Winning team advances (with free entry) to the Labatt Blue Pond Hockey Tournament in Buffalo, NY
- Games will be played in front of the host hotel, the North Woods Inn & Resort, 4920 NYS CRT 28, Fourth Lake Old Forge, NY 13420, 315-369-6777. (Limited rooms are available) Email: info@northwoodsinnresort.com.

PLAYER ENTRY FEE INCLUDES

- Minimum of 3 Games, All played on the Pond
- Complementary Player Post Game Beverage
- Friday Night Meet the Players Party
 - Free Buffet Dinner
 - 1 Hour of Open Bar
 - Live Band (the Fulton Chain Gang)
- Adirondack Ice Bowl T-Shirt
- Saturday Night Labatt Blue Party with Live Entertainment and Fireworks
- Entry Fee is \$200 per player



QUESTIONS, REGISTRATION

- For more information, Including Pictures from Last Year’s Event, or to Register Online, Visit our Website at www.adirondackicebowl.com , or email us at info@adirondackicebowl.com
- To register for the Tournament please mail, fax or email the Official Registration and Roster Form to Adirondack Ice Bowl, Attn: Registration, 7177 Dugway Rd., Clinton, NY 13323. Fax #315-853-5426
 - Your Spot in the Tournament is not Solidified Until a minimum of 4 players have **REGISTERED AND PAID**
 - Registration deadline is Dec. 31, 2009; however Registration will be Closed As Soon As the Tournament is Filled, **ENTRY IS FIRST-COME, FIRST-SERVED**

ADDITIONAL DETAILS

- All players must be 21 years of age by the start date of the tournament (01/29/10); a picture ID will be required at check-in and will be checked throughout the event.
- Each team is guaranteed three games. Teams can expect one or two game(s) Friday, and one or two on Saturday. Sunday games will depend on tournament standing after opening rounds. Games will begin on Friday, January 29th at approximately 8:00am (Player check-in will be open Thursday night and Friday morning). Please make travel plans accordingly; **We CANNOT accept scheduling requests.**



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OFFICIAL REGISTRATION AND ROSTER FORM

TEAM NAME: _____ TEAM CAPTAIN: _____

CONTACT ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

CONTACT PHONE: H _____ W _____ C _____

E-MAIL (REQUIRED): _____

HOW DID YOU HEAR ABOUT THIS TOURNAMENT: _____

\$200 PLAYER ENTRY FEE – Needed to Reserve Spot

Payment Method: (check one) Cash _____ Check _____ Visa _____ MasterCard _____ Pay Online _____

Credit Card Number: _____ Exp. Date: _____

Card Holder's Name: _____ Signature: _____

Check Division: Open Division Over 40 Division

HIGHEST LEVEL PLAYED

1. Professional (All levels and Europe) / NCAA Division I-III College / Major Jr. / Junior A
2. Junior B / Non-Varsity College (ACHA) / Midget AAA / Prep School
3. Junior C / High School / Competitive Midget
4. Competitive Youth Hockey

***Minimum of four players and Maximum of six per roster.**

PLAYERS NAME - (Print Clearly)

Example: John Smith

	<u>DATE OF BIRTH</u>	<u>HIGHEST LEVEL</u>	<u>STATE</u>
1. _____	1/7/78	3	WI
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____
6. _____	_____	_____	_____

I, the team captain, acknowledge that the above roster information is accurate. I also understand that inaccurate roster information may result in void of tournament registration. I also understand that our spot in the Tournament is not solidified until at least 4 players have **REGISTERED AND PAID**.

Team Captain Signature: _____ Date: _____



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TOURNAMENT RULES AND FORMAT

- All players must be 21 years of age by the start date of the tournament. Teams must also follow the additional age requirements for their respective division. Photo ID's are required at check-in and will be checked throughout the event. Players unable to produce a photo ID, at any point, cannot participate until the ID is provided to a tournament director.
- Players may only play on one team. Players cannot play for multiple teams in multiple divisions.
- All teams must have home (white or light) and away (dark) jerseys.
- Minimum number of players on a team is 4, maximum is 6. Teams must have 4 players at the start of each game.
- 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 1 goal for every 2 minutes the game starts late. Games will not extend past their allotted time.
- All goals must be scored from the attacking side of center ice, but the player must be outside of the goal crease.
- 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 change of puck possession.
- Any major infractions called will result in ejection from the tournament with no replacement.
- Fighting is strictly prohibited. Any player that fights will be ejected from the tournament with no replacement.
- There will be no checking or body contact. A minor or major penalty 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.
- There will be no raising of the puck above the knees; pucks that are intentionally raised above the knees will result in a change of puck possession.
- Making contact with the puck using your stick above the waist 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.
- If the puck goes out of the playing area the referee will determine who sent it out and give possession 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 on the referee's command (whistle).
- 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 red 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 referees command (whistle).
- Prior to every game, each team will designate players to scrape the rink.
- **Illegal players and teams:**
 - If the tournament director(s) determine that an illegal player has participated in the tournament: (1) the player(s) shall be immediately removed from the tournament. (2) The team using the ineligible player(s) will receive a 0-1 forfeit loss in each of the games played with the illegal player(s). Illegal players are any participants that violate the minimum age requirement for their division or play in a division below their skill level.
 - If it is determined by the tournament director(s) at any point during the preliminary round games that a team as a whole are far above their competition, that team will be permitted to play the three game guarantee, but will receive a 1-0 forfeit loss for those games and will not be permitted to advance.

FORMAT:

- This tournament is a 4 on 4 event. Rink dimensions are approximately 150' X 75'.
- Each team will play three games within their division.
- Teams receive: Regulation Win = 3 pts, Overtime Win = 2 pts, Overtime Loss = 1 pt, Regulation Loss = 0 pts. Tiebreakers will be determined by goal differential.
- All games are 30 minutes in length consisting of two 15 minute running time halves with a 5 minute intermission.
- Games that end in a tie will result in a 3-minute run time overtime period. The team that scores the most goals during that period wins. If still tied, there will be an additional sudden-death overtime where the first team to score wins.
- Playoff round games (semi-finals and championships) that end in a tie will be decided by a 5-minute run time overtime period. The team that scores the most goals during that time will be the winner. If still tied, 5-minute run time periods will continue, where the team that scores the most goals during that period wins; until a winner is determined with one minute breaks in between each period.

***THE TOURNAMENT DIRECTOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVERALL GOOD OF THE EVENT.**