

TOURNAMENT RULES UNDER 9

(Binding version is the original Italian version)

1. <u>Category</u>

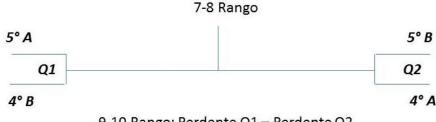
Boys born after 01/01/2016 and girls born after 01/01/2015 may participate in the tournament. At the request of the organisers, each player must be able to show a valid identity document.

2. <u>Program</u>

The tournament is divided into three phases: preliminary round, placement round and final.

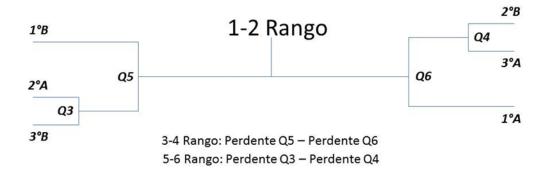
Ten teams will participate in the tournament, divided in the preliminary round into two groups of five teams each. Each team will play four matches against the other teams in the same group.

In the qualifying round, the teams ranked fourth and fifth (from both groups) will form a single group. The fourth-placed teams will play a qualifying round against the fifth-placed teams (see figure).



9-10 Rango: Perdente Q1 – Perdente Q2

Using the same criterion, the teams ranked first to third (from both groups) will form a single group. The first phase of the preliminary round will see the teams placed second in a qualifying round with the teams placed third (see figure). The winners will meet the two first-placed teams from the preliminary round in the second phase.



In the final round, the losing teams Q1 and Q2 will meet for the 9th/10th rank final, the winning teams Q1 and Q2 for 7th/8th rank, and so on until the final match to designate the 1st and 2nd place winners.





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3. Team composition

The games are played with 4 players and 1 goalkeeper. It is allowed to replace the goalkeeper with a fifth player during the game.

Each team consists of a maximum of 17 players (including goalkeepers).

4. Game Modes

The games take place simultaneously on 2 cross-fields, which are delimited with bands on the blue line. The middle third is used by the teams as a change and rest area and trainer zone. The starting time binding. The tournament commission can penalize any delays with a loss by forfait. The matches last two halves of 15 minutes each with a break of one minute (without going into the dressing room). In the preliminary round, each half is considered a match. The game time is only stopped as a result of an injury (on both fields). The puck is placed in the middle of the field at the beginning of the matches, after each goal and after a break from the game due to injury. For any other game resumption, the puck is thrown into a play area.

The games for 3rd and 4th place as well as the final game for 1st and 2nd place will be played on 2/3 of the playing field. From the blue line to the blue line and with the same game mode as in the previous paragraph.

5. Change of line

Every 60 seconds a siren sounds, indicating the flying change of the block. This is done without stopping the time. Each field player leaves the field immediately without touching the puck. If this rule is not observed, a first reminder shall be issued; In case of a repeat violation, the team is penalized with one or more starting shots after the regular game time. Even if the team is unsportsmanlike, it will be punished with a penalty.

In case of failure to comply with the mandatory change of player, the match is decided for the opposing team (Forfait 5-0). A player replacing an injured player must leave the ice field at the end of the game minute, regardless of the time he was placed on the ice.

6. <u>Referees and penalties</u>

For each match the tournament committee assigns one referee and one judge. The referee conducts the game, adjusts the goals and adjusts the penalties; the judge shall record the goals and penalties. The decisions of the arbitrator are unappealable. Offences are those that are in the regulations of the Federazione ticinese hockey su ghiaccio (FTHG), member of the Swiss Ice Hockey Federation (SIHF). Specifically, the following are not allowed: slap-shot, body check, touching the puck after the siren sounds, entering the playing field before the siren sounds and any unsportsmanlike behaviour (by the player, coach or assistant). The punished player is excluded until the end of the change, without which he can be replaced (play in numbers). The tournament commission may exclude a player, coach or assistant from one or more matches in case of serious violations.

7. Points distribution and ranking

In each match of the preliminary round, 2 points are awarded for a win, 1 point for a draw and 0 points for a loss or forfait (with final score of 0-5). The preliminary ranking is based on the following criteria: number of points, direct encounter, goal ratio, number of goals scored, lot. If the result in the placement game after the end of the game is a draw, the penalty shooting is carried out to determine a winner. Each team has 3 shots to shoot. If the game is still tied, more shots are made until a decisive goal is scored (equal number of shots per team). No player is allowed to shoot two starting shots before all players in the team have fired one starting shot.

Award ceremony

All participating teams will receive a prize. Participation in the award ceremony is mandatory.

Chiasso, November 2024





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