



INLINEHOCKEYCLUB WOLFURT WALKERS
Mähdlestrasse 53a | 6922 Wolfurt | Österreich
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Tournament-Regulations MARCH 2013

PLAYING RULES

1. All the games are played with continuous time.
2. Teams must be dressed ready to have their Kit-Check at the half time point of the previous game and must report to the Kit-Check area (warm up area). There will only be one Kit-Check during the whole tournament before the first game of each team.
3. In the preliminary rounds as well as during the placement games each team gets 3 points for a win after the regular playing time. 1 point for a tied game and 0 points for a lost game. After every tied game an additional point will be possible to achieve by winning the direct following penalty shoot-out.
4. After the first preliminary round formed by 2 groups of 4 teams. The 2 best teams of each group qualify for the top group (C), meanwhile the 3rd and 4th of each group qualify for the lower group (D). The teams in the groups will play all against each other. The 1st and the 2nd ranked in the top group are automatically qualified for the semifinals. The 3rd and 4th of the top group qualify with the 1st and 2nd of the lower group for the quarterfinals, for conquering the last two free places in the semifinal.
5. The Joker-Rule. Each team must place the joker once in each preliminary round. If the team that placed the joker wins the game the points are doubled (3 points for a win + 3 Joker-Points), in case of a loss the points are gone. After the penalty shoot-outs, the winning team receives 2 points + 2 Joker-Points, the loser team 1 point + 1 Joker-Point.
6. After the preliminary rounds, if there are 2 teams equal after all the games have been played, the places will be decided on the following:
 - direct confrontation
 - goal difference in direct confrontation
 - goals for in direct confrontation
 - goal difference (all games)
 - goals for (all games)
 - penalties (all games)
 - penalty shot out / coin toss
7. All games which are tied after the regular playing time, will be decided by a direct following penalty shoot-out (without any extra time). In the preliminary rounds each team nominates ONE penalty-shooter which can go on shooting the penalties till a winner is set. In the final series (Quarter, Semi and Finals) there will be 3 penalties for each team, and the same penalty-shooter can continue to shoot till a winner is set.
8. Each team will be allowed one time out (30 seconds) in each game.
9. If a team does not appear or does not start the game on time (within 5 minutes after the scheduled begin), the game will not take place and be awarded with 3 points and 5:0 goals in favor of the non-offending team.





IHC Wolfurt Walkers, Mähdlestrasse 53a, A-6922 Wolfurt

10. A protest procedure must be done in written way and handed over to the Technical Director (TD) at the latest 30 minutes after the end of a game. The TD will make the official decision. An appeal procedure against the decision of the TD is not possible.

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11. If a player receives a game misconduct penalty, he is not allowed to play for the rest of the game. If a player receives a match penalty (red card), he is not allowed to play the next two games of the RAMS Summer-Cup; a player who receives a gross match penalty (black card) is not allowed to play at any following game of the tournament.

12. Any player, team official or game official who has obvious and evidently in the opinion of the referees and/or Technical Director, consumed alcohol or narcotic substances

- before or during a game
- at tournament events between the manager's meeting and the team's last game on the first day of the event
- at tournament events between the team's first and last game of the day on any subsequent days of the event if applicable
- at tournament events between the team's first game and the presentation ceremony on the last day of the event

will be banned from participating in a game or the remainder of the event by the Technical Director of the event or the referees. Additional penalties will be imposed by the National Member Association and the IISHF.

12. Otherwise the IISHF Rules Of The Game 2013 will completely apply.

ARENA RULES

1. Smoking is not allowed in the playing hall and the changing rooms.
2. All changing rooms must be kept and left clean and tidy.