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## Regulations to the Kids Cup 2008 – U8

**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

Eichenkreuz Union e.V.  
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### 3. Time and Place

The tournament will be held from 28<sup>th</sup> to 30<sup>th</sup> of December, 2008.

Place: Side Ice Ring at SAP Arena Mannheim  
Xaver-Fuhr-Strasse 150  
68163 Mannheim, Germany

### 4. Members and the Eligible Players

The eligible male players should have the birth year 2000 and younger and female players should have the birth years 1999 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 composition of the team consists of at least 12 field players and one goalie (at maximum 20 field players and 2 goalies) each game. The division of the player in the different blocks and the sequence of block, including the players' numbers from each of the teams' members are determined before the tournament begins (up to 15 players in three blocks and up to 16 players in 4 blocks).

Changes from the composition of the players can be made by notifying the tournament director before each game and at least 30 minutes before the beginning of the game.

The players are permanently in their block and cannot be transferred to another block. With in a block, the players can be constantly changed.



Injured players, for example, players injured during the game, can be replaced by additional players within the block. If the block does not have any additional players, then the injured player can be replaced by an additional player from other blocks. Under no circumstances, is it possible to allow the exceptional strong players to play twice.

For any change to the composition of the team for reasons due to injuries or illness, the coaches should immediately inform the tournament director.

The blocks should have colored arm bands and/or stickers of the helmets with the following labels: 1<sup>st</sup> block : red; 2<sup>nd</sup> block: green; 3<sup>rd</sup> block: blue; and 4<sup>th</sup> block yellow.

The rotation of the blocks (every 90 seconds) in its correct sequence of blocks must be held.

In the last two rotations of the blocks in the game (when the game has less than 3 minutes), the goalie can be exchange for a 5<sup>th</sup> field player (from all of the available players).

### **6. Length of the Game**

The length of the game is 27 minutes. In the Play-off (only in the upper cross games F3, F4 and the matches for the final ranking list; F5-F8) the length of the games will be extended to 36 minutes. In the final (F9), the length of the games will be extended to 40 minutes (2x20 incl. changeover, first rotation of the block after 2 minutes).

Under the direction of the time keeper (every 90 seconds), the referee will stop the game for a block rotation (see point number 5).

The game time will only be held for a longer pause during the game due to an injured player (which is under the direction of the referee). In this case, the parallel games (and the game time) will be also stopped under the direction of the time keeper.

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

According to the playing schedule the matches are held in 2 or 3 field mode.

In the 2 field mode the ice rink will be divided on the blue line (neutral zone), in order to allow two playing fields. The middle playing field will be used as the player rotation/ coach area. Two matches will be held simultaneously.

The middle playing field can not be used as warm-up zone while ongoing matches.

In the 3 field mode the ice rink will be divided on the blue line (neutral zone) and on both goal lines, in order to allow three playing fields. For both of the outer playing fields, the area behind the goal line will be used as player rotations/coach area. The middle playing field will use the team sitting area for player rotations/coach area.

Three 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).



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### 8. Tournament Plan

Ten teams will play in the tournament.

#### 8.1 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

#### 8.2 Play Off

A game will be place for each place.

In the first play-off, cross game concept will be used (1<sup>st</sup> place vs. 4<sup>th</sup> place; 2<sup>nd</sup> place vs. 3<sup>rd</sup> place; 5<sup>th</sup> place vs. 8<sup>th</sup> place; and 6<sup>th</sup> place vs. 7<sup>th</sup> place.)

In the second play-off round held the matches for the final ranking list (e.g. final; winner of 1. vs. 4. and 2. vs. 3.)

When a game ends in a tie in the play-off, 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.

### 9. Referee

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

#### 9.1 Fouls

When a referee determines that a foul has take place, there will be a penalty shot instead of time out for the player who commit the foul. The player who will shot the penalty shot will be chosen by the coach from the players that are currently on the ice. The time will not be stopped for a penalty shot. Even when the game is closed to the end, the penalty shot still will be completed.

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).

### 10. 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.

### **11. Referee Arbitration and Complaints**

The referee arbitration consists of the members of tournament administration. Complaints should be written and submitted with 20 minutes after the game and the results of the complaints will be determined by the referee arbitration. The decisions made by the referee arbitration are final.

### **12. 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.

### **13. 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!

### **14. Tournament Directors**

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