



3 ON 3 ICEBERG CLASSIC

April 5th -7th 2024

Medicine Hat, AB

www.icebergclassic.com

TEAM REGISTRATION

COST: \$1280/team 4 Game Guarantee

LIMITED SPACES AVAILABLE IN EACH DIVISION

REGISTRATION DEADLINE: MARCH 8/24

PLEASE TYPE FORM IF POSSIBLE

(Please select one) - As of December 31, 2023

AGE CATEGORIES

(Can have up to 10 players)

Teams Consist of 8 Players Total (U7 ONLY can have up to 10 players in consultation with Organizers)

SEE PAGE 3 FOR DETAILS ON TIERING

Feel free to contact organizers for Tiering inquiries

Registration forms and tournament fees **MUST** be received **March 8, 2024**.
You are not guaranteed a spot in the tournament until all fees have been paid.

One team checks or E-Transfer is preferred.

Send registration forms and payments to:

EMAIL: icebergclassic@gmail.com

CHECKS PAYABLE TO: ICEBERG CLASSIC HOCKEY

ICEBERG CLASSIC HOCKEY

17 ROSS HAVEN CRESCENT SE

MEDICINE HAT, AB T1B 2L9

PHONE: 403.928.1692 or 403.928.3036

E-Transfers to be sent to icebergclassic@gmail.com

REFUND/CANCELLATION POLICY:

Cancellations prior to March 8, 2024 will be fully refunded. There will be no refunds after March 8, 2024 unless the spot can be filled.

PLEASE NOTE THE TOURNAMENT BEGINS AT 8:00am FRIDAY MORNING. PLEASE ENSURE THAT YOUR TEAM IS AWARE OF TOURNAMENT START TIMES.

Iceberg Classic 3 on 3 Hockey Tournament Tiering

Tier 1

Includes teams playing AA, HDAP, CAHL Tier 1 and Tier 2 Teams. For Saskatchewan teams, if teams have 3 or more players that play AA, A or B level, the team will be entered in Tier 1. If a team has 3 or more players playing at these levels, they will be entered into Tier 1.

*****Please note that while we get the occasional team of AA players, it is not a common occurrence for the tournament to have an entire team comprised of AA players *****

Tier 2

Includes teams playing CAHL Tier 3 and lower and House league teams. For Saskatchewan teams, players that play C level or below will be entered into Tier 2.

INFORMATION REGARDING TIERING FOR THE TOURNAMENT

We will evaluate rosters as teams register to ensure teams are in the correct Tier and move teams as necessary. *Please be very SPECIFIC* when completing the registration form on where and what league players are playing in during their regular season. We do look at team records and player stats on-line when they are available.

We are the **ONLY** 3 on 3 Tournament that offers tiering in most divisions. This is not an exact science given that many teams draw players from a variety of different leagues, thus in consultation with teams, we do our very best to ensure teams are registered in the appropriate tier.

**** WE WOULD REQUEST THAT TEAMS COMPLETE REGISTRATION FORMS BY TYPING THEM IF POSSIBLE. THIS ALLOWS US TO BE ABLE TO ENSURE ALL PLAYERS NAMES AND TEAM INFORMATION IS LEGIBLE ****

2024 ICEBERG CLASSIC TOURNAMENT

April 5th - 7th, 2024

Medicine Hat, AB

TEAM REGISTRATION FORM

Please include sufficient details for team last played including association & level.

****Minimum of 6 Players****

- Birth Certificates may be required to provide proof of age. Failure to provide such proof may result in disqualification from the tournament.
- Team rosters can be amended prior to the 1st game. Further changes are subject to the approval of the tournament committee.

Abuse & Harassment of Officials, Coaches, Players, Parents or Tournament Administrators will NOT be tolerated. All participants, Parents/Guardians, and Spectators are expected to act in an acceptable manner. Iceberg Classic Tournament reserves the right to disqualify a team for inappropriate behavior.

ICEBERG CLASSIC TOURNAMENT

FORMAT AND TOURNAMENT RULES

3 on 3 FORMAT

- Guaranteed 4 games
- Each game will consist of two 15-minute runtime periods with a 3-minute pregame warm-up and 2-minute intermission
- Minimum of 6 players and maximum of 8 players per team
- Floods after every 3 games
- No timeouts permitted
- Teams will be provided with jerseys to keep. Teams will be responsible for having their names/numbers put on jersey's, as well as payment and pick up for such. PLEASE SEE THE JERSEY ORDER FORM FOR DETAILS
- Pucks will be supplied for warm-up
- Tournament schedule will be set in early March

3 on 3 RULES

- No offsides and no icing
- There is to be NO BODY CONTACT in any division
- Center ice faceoffs to start the game and if the puck goes out of play. If the puck is intentionally shot out, a delay of game penalty will be called and a penalty shot will be awarded
- All penalties will result in a penalty shot being awarded
- All referee decisions are final
- A coach will be present at all times on the bench
- Dressing room supervision is mandatory. Teams are responsible for ensuring the dressing room is adequately cleaned after use

PENALTY SHOTS

- The penalty shooter starts from center ice, penalized team is allowed one player that will stand in their defensive corner. The player in the corner must stay positioned in the corner until the shot is taken. The player in the corner can then retrieve the puck on a save and have a quick turnaround and create offense. If the shot results in a goal, see GOALS. If a shot results in a save, see SAVES. On a save, the shooter must retreat to the ringette line and the play continues. Teammates of the shooter cannot attack UNTIL the shooter clears the ringette line completely.

ICEBERG CLASSIC TOURNAMENT

FORMAT AND TOURNAMENT RULES

GOALS

- After each goal, the attacking team must clear the center ice redline prior to attacking again in the offensive zone. Once all team members have cleared, you can then re-attack into the offensive zone (delayed offside rule)
- The team, which was scored upon, will play the puck immediately

SAVES

- After every save, the attacking team will retreat to the ringette line and the goalie can play the puck to one of his teammates
- Referee will blow the play dead on a goal or save

TIE BREAKERS

- All games during the round robin that end in a tie will remain a tie (Win = 2 pts; Tie = 1pt)
- The following format will be used to determine what teams advance if teams are tied after the round robin and to determine placement:
 - 1st - Most wins
 - 2nd - Plus/minus accumulation (i.e. Win 7-5; +2). Maximum of +10 per game
 - 3rd - Fewest goals against
 - 4th - Most goals for
 - 5th - Coin toss

OVERTIME

- Semi-Finals and Finals will play a 5-minute sudden death period
- If there is still no decision after the 5-minute sudden death period, a shootout will occur
 - The first 5 shooters from each team MUST be different players
 - After the the first 5 shooters, the coach can choose any player