

2026 BAY STATE GAMES MASTERS ICE HOCKEY RULES

1. The competition will follow NCAA Rules with the modifications listed below:
2. Each game will be three 11-minute periods with stop time. Goalies will switch ends after each period. Home and Away benches will be indicated by signs. The home team for each game is noted on the Master Schedule.
3. **Mercy Rule:** In the event that a goal spread is, or becomes, 5 goals or more going into, or at any time, during the third period, then the game clock shall become running time for the remainder of the 3rd period. If the goal spread becomes 4 goals or less at any time during the third period, then the game clock will revert to stop time.
4. **Forfeits:** If a team has less than the appropriate number of players present to start a game, the Tournament Director reserves the right to call the game a forfeit pending discussion with the captains of both teams involved. In all instances, players must be on the original team roster confirmed at check-in on Friday. Teams cannot take players from other teams to field a squad of 8 players. A forfeit will be scored as a 1-0 victory for the other team.
5. Once a game is forfeited, the ice time may be used for a scrimmage. A team that has forfeited a game is permitted to use players from other squads, but only to get enough players to have the scrimmage. Officials will not be provided for scrimmages.
6. No time outs are allowed.
7. **TWO LINE OFFSIDES:** No two-line offsides. Regular delayed offside will be called.
8. No checking permitted in any division.
9. Slap Shots are not allowed. A player's stick cannot be raised above the waist on a shot.
10. Helmets are required by all players. Goalies must wear a face mask and full goalie equipment.
11. If a player gets 3 penalties in one game, they will be ejected for the remainder of the game on the third call. This rule is based on the number of penalties, not minutes. The official scorer will keep track of penalties and notify the game official when a player has 3 calls against them.
12. **A player or coach ejected from a game is disqualified for the remainder of the tournament.** The ejected player will also be banned from the team bench area for any further games. (This rule excludes the cumulative penalty ejections described above, unless the third penalty call itself was a game disqualification). No refunds will be issued, and no replacement player will be allowed if a player is ejected. The Tournament Director and Site Director reserve the right to disqualify a player from the tournament for behavior not befitting the spirit of the Games.
13. **Goalies**
If a goalie is unable to continue play due to injury, the procedure will be as follows:
 - a. For the game in which the injury occurred, another skating member of the team must serve as goalie for the remainder of the game. The replacement goalie must suit up in full goalie equipment before the game will be allowed to resume.
 - b. If the goalie cannot play for the rest of the tournament, a team can secure a goalie for all remaining games.
14. For all preliminary games, ties at the end of regulation will stand. Standings will be determined by using the point system: Two points for a win, one point for a tie and no points for a loss. Results of all games will be posted in the rink lobby. Standings will be updated after each game.
15. All games count towards your overall record.
16. Once the preliminary games in each division have been completed, pairings for the medal games will be announced.
17. **Tie-Breaking Procedures**

If there is a tie in determining standings, the following tie breakers will be used. They are listed by the order in which they will be followed. If there are any 3 + team tie breakers – once any team is eliminated during any step, tie breaker reverts to #1 of the procedures.

1. Head-to-head competition: The winner of head-to-head game will advance.
2. Least goals allowed: The team with the fewest goals allowed in all preliminary games will advance.
3. Most goals scored: The team with the most goals scored in all preliminary games will advance. There is a maximum of 8 goals allowed per game for this tie breaker. Example: If you score 9 goals in a game, only 8 goals will be used to determine this tie breaker.
4. Coin Toss: If still tied, a coin toss will determine who advances.

18. Overtime applies to Gold Medal games only. If a game is tied at the end of regulation, teams will play one 5-minute sudden death overtime (stop time). If the game is still tied at the end of the first overtime, a best-of-3 shootout will be used to determine the outcome of games.

Shooters: Teams select 3 players to take shots

Procedure: Teams alternate shots, often with the visiting team shooting first.

Sudden Death: If the score remains tied after all rounds, the shootout continues with one player from each team (can be the same or different shooters) in a sudden-death format.

Restrictions: The puck must move forward, and no rebounds are allowed (one shot attempt).

19. Teams must supply their own equipment including helmets. No player can be on the ice without a helmet. Game pucks will be provided, not warm up pucks.

20. Team Check In

Before your first game on Friday, each team member must check in at the check-in table. Prior to the first day of the event, each team member should register ONLINE using this link
<https://event.racereach.com/bsg-mastersicehockey/register>

Team captains must submit a completed roster form online prior to the first day of the event. The link to fill out the roster form has been emailed to each team captain.

21. Teams should arrive a half hour before their scheduled start time and report to their assigned locker room. As soon as the Zamboni is off the ice from the previous game, the game clock will run down a 3-minute warm up and the game will begin. There will be one minute between periods to switch ends.

There are 4 locker rooms at the rink, and they must be switched over every other hour. Teams cannot store equipment in locker rooms. Teams must be out of their locker room 30 minutes after their game has ended. Your cooperation would be greatly appreciated.

22. All team members must be in the same color jersey with player numbers. All teams should bring two sets of shirts if available. If two teams in a game have the same color shirts, pinnies will be supplied to the visiting team.

23. All team members on your roster will receive a Bay State Games Athlete Gift. Athlete Gifts will be provided for all team members as they check.

24. **NO ALCOHOL POLICY**

The rink rules **STRICTLY PROHIBIT THE CONSUMPTION OF ALCOHOLIC BEVERAGES ON RINK PROPERTY**. Alcohol cannot be brought into or consumed in the rink. This extends to the ice rink area and the locker rooms. The cooperation of all teams in abiding by this rule is essential to ensure that future tournaments can be held at the North Adams Facility. **THIS RULE WILL BE STRICTLY ENFORCED.**

25. Minor penalties will be 1:30 with Major penalties being 4:00.

26. All ages are as of 12/31/2026

a. *In the 60+ division, goalies may be 55+

27. Rules are subject to change prior to the beginning of the tournament.

