Zoomers 4 on 4 Tournament Sunday August 14, 2016 RIM Park Waterloo

- *Must have played AAA to Junior level hockey
- *Teams consist of 1 goalie and a total of 12 skaters
- *One period of 30 minutes running time

- *No penalties will be served during the game; penalty shots are taken following each game.
- *3 minute pre-game warm up, if a team is late to the ice, game time will already have begun. * NO BODY CONTACT
- * ABUSIVE BEHAVIOR WILL NOT BE TOLERATED *Only one face-off per game at the beginning. Players must clear the zone following each goal they have scored, if an off side situation has occurred or if the goalie freezes the puck. All players must clear the zone or a delay of game penalty will be called.
- *Any major penalties called on any team player or bench staff will result in 2 penalty shots and possible game or tournament expulsion. (At the discretion of the tournament committee.)

Waiver Release Agreement

Team Contact Email:

By submitting my name on the roster of the Zoomers 4 on 4 Tournament, I myself, any family or heirs do release and forever discharge and waive from and against any and all kind of actions, claims cost and expenses and demands in respect to death, injury, loss of damage, to my person or property however caused arising out of my being permitted to attend and participate in any way, against the organizers and referees of this tournament.

Phone #

General Information

- *Deadline for registration and payment is due August 7, 2016.
- *Information, registration and payment may be made online through SkillsPlus Hockey and Eric Calder.
- *Questions please call Eric Calder 519-570-3617 or Susan Weber 519-505-1208.
- *Schedules to be emailed by August 10, 2016.

Tie	Brea	ker

* Guarantee of 3 games - 4 teams will play 4 games *2 referees per game

Points for and against

* No centre red line is used. No icing called.

Team Name:	

	Player Name	Birth year	
G			
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Maximum of 13 players dressed on the bench – 1 goalie,12 skaters