Tournament Rules

1. This is a **USA Hockey** sanctioned tournament. All teams must carry their original **USA Hockey** (1-T) official roster. A copy must be turned in to the tournament director prior to arriving to the tournament.

2. **USA Hockey** rules will govern all tournament play.

3. **USA Hockey Zero Tolerance** policy will be enforced at all games. Profanity or excessive taunting will not be tolerated from players, team officials, parents or fans. Players and team officials will be assessed penalties and spectators guilty of the above will be asked to leave the rink. For teams that do not abide by these rules, the tournament director reserves the right to withdraw the teams from the tournament with no refund.

4. No minimum squad requirement. Maximum squad is 20. In order to be eligible for a playoff game, a player must have signed in and participated in at least one preliminary game.

5. Only players, coaches, designated penalty box attendants and tournament officials recognized by the tournament committee, will be allowed in the penalty box, on or near the player's bench. Team/Personal photographers/videographers are not permitted in the penalty box, on or near the player's bench.

6. All games will consist of three 12 minute periods. The following are the penalties in minutes by age level:

	Minor	Major	Misconduct
Squirts	1:30	3:00	8:00
Peewee	2:00	5:00	10:00
Bantam	2:00	5:00	10:00
Midget	2:00	5:00	10:00

Mites – See "Mite Addendum"

7. Match and Major penalties.
    a. **Match penalties** will result in the player and/or coach being suspended for the remainder of the tournament. All information must and will be sent to the teams' local governing body. If a "league" team, information goes to the respective league. If an "independent" team, information goes to the respective affiliate/district. Any suspension received for "abuse of an official" will go directly to the respective affiliate.
    b. **Major penalties** will follow **USA Hockey** rules which mandate next game suspension for the player/coach. Tournament officials are permitted to use their discretion based on the offense and/or conduct for further disciplinary action and/or game suspensions.
    c. If a player receives 5 penalties in one game, that player shall serve a 1 game suspension for the next game.
    d. If a team collects 15 penalties in 1 game, the Head Coach shall serve a 1 game suspension for the next game.

8. Teams should be prepared to play at least 15 minutes ahead of the scheduled time.
    - Each team must provide a penalty box attendant for all their respective games.
    - The home team shall wear a white or lighter color jersey.
    - Resurfacing of the ice will be done between games.
    - Each team has one 30 second "time out" for semi-final and championship games only.
    - There is a 2-minute warm-up.
    - Games will not start until a penalty box attendant is present.

9. Championship Determination

    All championship games must be played. If a team cannot participate in a playoff game, the next team will take their place. The former team will forfeit their rights to any awards.

10. Tournament standings shall be determined on a 10-point system. Points will be awarded on basis of the following:

    - Six (6) points for each Win
    - Three (3) points for each Tie
    - Zero (0) points for each Loss
    - One (1) point for each goal scored up to a maximum of a three (3) goal differential per game.
    - One (1) point for each shutout.

        - Example: Score is 3-0
            - The winning team receives 6 points for the win plus 3 for the goal differential and 1 point for the shutout – a total of 10 points.

    If two or more teams are tied in a division with an equal number of points, their position in the standings will be determined by the following order:

    1. Winner of head to head between tied teams, this tiebreaker is only used if all tied teams have played each other. (*This tiebreaker does not apply if three teams or more are tied.*)
    2. Goals allowed.
    3. Team with the lowest penalty minutes.
    4. Quickest first goal. The team that scored the quickest goal in their first tournament game will be ranked highest.

    The above tiebreaker procedures are applied in order until at least one team establishes an advantage and thus breaks the tie. If it is necessary to break the tie between remaining tied teams (in the event that more than two team were tied), the tiebreakers are applied to the remaining teams starting again at the beginning.

11. For all playoff games, if there is a tie at the end of regulation time, there will be a 5-minute sudden death overtime period 4vs4, preceded by a 1-minute time out. The teams will not switch ends. If still tied at the end of the overtime period, each team will select 5 shooters and a shootout will determine the winner. If still tied, the shootout will continue until a winner is determined via a sudden death shootout.

Shootout

- If the tie remains, the referee will ask the coach to designate 5 players for the first round. Should the tie not be broken after the first round, the coach will designate 1 player at a time that will participate in the shootout.
- All players (except goaltenders) must take part in the shootout before any player does so twice.
- The home team will have the choice to shoot first or not. The penalty shot rules are in effect for the shootout.
- Shots are taken in turn.
- The team having scored most goals in the complete round is declared the winner.
- If additional rounds are necessary to determine a winner, the game will end once the tie is broken and each team has had an equal number of players participating in the shoot- out.
- If a player is currently serving a penalty or misconduct when the OT expires that player shall be deemed ineligible for the duration of the shootout.

Running Clock

If a team is winning by 6 or more goals at the start of the third period or anytime during the third period, the "stop-time" shall cease. At that time a "running clock" will ensue with the exception of injuries and the start of penalties. The "running clock" shall cease if the differential falls back within 3 goals.

Parents/Spectators/Complaints/Protests

The game will be stopped by game officials when parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The game officials will identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the local governing body. This inappropriate and disruptive behavior shall include:

1. Use of obscene or vulgar language in a boisterous manner to anyone at any time.
2. Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, verbal abuse or threat of physical violence.
3. Throwing of any object in the spectators viewing area, players' bench, penalty box or on ice surface, directed in any manner as to create a safety hazard.
4. Complaints will only be taken from official team representatives. (Team reps/coaches)
5. Protests must be filed in writing and accompanied with a non-refundable cash payment of $200.00.

14. Tournament officials reserve the right to apply their own discretion to resolve any conflicts and are not permitted to alter or reduce any penalties called by the officials.

MITE Addendums

Puddle (85'X45')	Half Ice & Cross Ice
4 on 4 + Goalie	Regulation Nets
(3) 13 minute periods	Running Clock
1 Referee	Blue Pucks mandatory
NO off-sides	NO time outs

Standing Room Only @ Puddle. Spectators are encouraged to please stand clear of the player / coach's / timekeeper area.

Penalties will be called. The referee will escort the player off the ice. A replacement player will immediately take the ice.

There will be no power play, no shorthanded situations and no penalty shots.

The referee will throw/place the puck behind the net of the non-offending team with the opposing team retreating to the center ice area.

Mite A & B - **Line changes "on the fly".** Referee will throw/place puck behind net after goals and initial face-off. Opposing teams shall retreat to the center ice to give offense space.

Mite C divisions will have line changes at the horn, buzzer or whistle every 2 minutes of play. There will be a face-off at each change.

Goals will be tallied at the scorekeepers table but not displayed on scoreboard during game.

A coin toss winner will choose the defending net.