2014-15 RULES AND REGULATIONS

REGISTRATION

1. All teams must be registered with U.S.A. Hockey or the Canadian Hockey Association.

2. Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting other teams in terms of playoff status may be reviewed by the tournament director in order to determine which teams advance beyond preliminary round play. Also, use of ineligible players will disqualify team from remaining tournament play. All games played by the disqualified team will be forfeited (3-0 score recorded). No monies will be refunded.

3. Players and coaches should report to the arena at least 45 minutes prior to the start of their scheduled game in case tournament is running ahead of schedule. A team representative and head coach must sign in prior to each game. The tournament organizer has the right to start games up to 20 minutes ahead of schedule if games are running early. **Players do not have to sign in**.

4. Team contacts should carry with them to all tournament games the following items:

    A. USA/CHA CERTIFIED ROSTER
    B. TRAVEL PERMIT (IF REQUIRED BY TEAMS SANCTIONING BODY)

PLAYING RULES

1. A zero tolerance rule for verbal abuse is in effect. For players; a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a player:
    A. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
    B. Uses obscene or vulgar language in a boisterous manner to anyone at anytime, even if it is not directed at any particular person.
    C. Visually demonstrates any sign of dissatisfaction with any decision by an official.

2. For coaches/managers/trainers; a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a coach/manager/trainer:
    A. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
    B. Uses obscene or vulgar language in a boisterous manner to anyone at anytime, even if it is not directed at any particular person.
    C. Visually demonstrates any sign of dissatisfaction with any decision by an official including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.

3. U.S.A. HOCKEY playing rules for all games. All teams please note the following rules, especially teams from outside of the United States that may not be familiar or aware of some of them:
    A. Any player receiving 5 penalties (major, minor, misconduct or any combination of these) in one game will sit out the following game.

    B. Any team receiving 15 penalties (major, minor, misconduct or any combination of these) in one game will have their head coach sit out the following game.

    C. No center ice line except for icing the puck.

    D. Tag up for Bantams and Midgets (Pee Wee & Squirt/Atom will have automatic offsides)

    E. Teams are required to wear all equipment mandated by their respective sanctioning body.

4. Any game misconduct results in an automatic one game suspension regardless of when the infraction took place during the game. In other words, if a player is ejected from a game, he/she must sit out their team's next game.

5. Any player or coach receiving a match penalty or a gross misconduct will be disqualified from further tournament play. There are no exceptions to this rule!

6. Tournament directors reserve the right to take measures necessary to ensure completion of the tournament.

7. Mercy rule: if 5 or more goals separate the teams at the end of the second period or any time in the third period, running time will commence for the remainder of the game. If the team behind comes to within two goals of the team ahead, stop time will resume for the remainder of the game. **Maximum goal differential attainable per game is +/-6**

8. TEAMS MUST BE PREPARED TO BEGIN A GAME UP TO 20 MINUTES AHEAD OF SCHEDULE. Failure to comply with this rule may result in the assessment of a two minute bench minor penalty. Tournament officials reserve the right to use their judgment in this case, especially if it involves a playoff game, missing goaltenders and/or a possible forfeit**. The tournament also reserves the right to not resurface if games are running behind schedule (usually this measure is only invoked under rare circumstances and only following a mite/novice or squirt/atom games).**

9. No time outs will be allowed in preliminary round games, **1 (one) time out per team will be allowed in semi-final or championship games.**

10. With respect to divisional standings; teams are awarded 2 points for a win, 1 point for a tie, 0 points for a loss. This is for preliminary round play only. **There are no points awarded for winning periods.**

11. Games may be called if in the judgment of tournament officials, continuing play is deemed to be not in the best interest of the tournament, participants, spectators, officials etc... **All games may be subject to curfew or changed to running time, regardless of the score, if one or both teams' on ice actions indicate that there is little interest in actually playing hockey.**

PERIOD LENGTHS:
12-12-12 MINUTES SQUIRT, PEE WEE & BANTAM DIVISIONS.
12-12-14 MINUTES FOR MIDGET DIVISIONS.

Semi-final and championship games: period times will be same as above. If tied at the end of regulation play, the teams will play 5 minutes of sudden death overtime **4-v-4** (4 players plus a goalie per team). If teams are still tied after the overtime period, then a "shoot-out" will take place. The format for the "shoot out" will be as follows: team contacts will designate prior to the start of the game ten shooters to represent the team in the "shoot out".

"SHOOT OUT" FORMAT

1. The team manager/coach should indicate the order of the shooters by placing the numbers 1-10 next to the individual shooters names on the score sheet or fill out the shooting order form.
2. The "shoot out" will start with a round of five shooters per team. If a team out scores its opponent in the round then the game has been decided and no further rounds will take place. If the game remains tied after shooters 1-5 have completed their respective attempts to score, the shootout will proceed to a "**sudden death**" format starting with shooters 6-10. Sudden death means the first team to score without the opposing team scoring wins. This process will be continued indefinitely until a non-tie situation exists. If the score remains tied after attempts from shooters 6-10, the order returns to shooters 1-5 and so on. The shooting order cannot be changed during shootout.
3. To start the "shoot out" process the shooter designated "1" will shoot first, "2" will shoot second and so on. The designated shooters from each team will start the "shoot out" process at the same time when instructed by the game officials.
4. Goaltender substitution once the "shoot out" process has begun is not permitted unless an injury occurs.
5. If a team has less than ten non-goaltender players on the roster, then the players assigned the lowest numerical positions in the first round (positions 1-5) will assume the "shoot out" positions that have not been assigned in the Second round (positions 6-10) due to a short roster that does not allow for the Entire second round of shooters to be filled. Shooter "1" of the first round will fill in the first vacated spot of the second round of shooters; shooter "2" will fill the second and so on.

PLAYOFF FORMAT

Please refer to tournament scoreboards or speak to a tournament representative in order to determine playoff format for each individual division. It is incumbent upon the team management to confirm with a tournament representative their final position in the standings and their playoff status before leaving the rink.

"TIE BREAKERS"
(TO DETERMINE PLAYOFF TEAMS)

1. "HEAD TO HEAD" COMPETITION. DIRECT PLAY BETWEEN TWO TIED TEAMS.

2. "GOAL DIFFERENTIAL". THE TEAM WITH THE GREATER GOAL DIFFERENTIAL (GOALS FOR MINUS GOALS AGAINST) WILL ADVANCE. THE MAXIMUM GOAL DIFFERENTIAL ATTAINABLE PER GAME IS SIX.

3. LEAST GOALS AGAINST.

4. LOWEST TOTAL PENALTY MINUTES.

5. COIN TOSS

SPECIAL EXCEPTIONS

1. **IF ALL TIED TEAMS HAVE NOT PLAYED ONE ANOTHER, THEN "HEAD TO HEAD" COMPETITION IS NOT APPLICABLE AND GOAL DIFFERENTIAL WILL BE THE FIRST TIE-BREAKER. THE ONLY EXCEPTION TO THIS RULE IS IN THE EVENT OF A THREE-WAY TIE WHERE ONE OF THE TIED TEAMS HAS DEFEATED BOTH THE TEAMS THEY ARE TIED WITH, IN POINTS, AFTER PRELIMINARY ROUND PLAY. FOR EXAMPLE: TEAM "A", TEAM "B" AND TEAM "C" ARE TIED. TEAM "A" HAS DEFEATED TEAM "B" AND TEAM "C" IN PRELIMINARY ROUND PLAY. HOWEVER, TEAM "B" AND TEAM"C" HAVE NOT PLAYED ONE ANOTHER. IN THIS CASE, TEAM "A" WOULD ADVANCE BECAUSE DURING PRELIMINARY ROUND PLAY THEY DEFEATED BOTH THE TEAMS THAT THEY ARE TIED WITH, IN POINTS.**

2. **IN A SITUATION WHERE THREE OR MORE TEAMS ARE TIED AND ALL TEAMS HAVE NOT PLAYED AGAINST EACH OTHER AND GOAL DIFFERENTIAL IS USED AS THE FIRST TIE BREAKER THUS ELIMINATING ONE OR MORE OF THE TIED TEAMS, THEN THE "HEAD- TO- HEAD" TIE BREAKER WILL TAKE PRECEDENT IF "HEAD TO HEAD" CONDITIONS EXIST.**

3. **THREE (3) TIED TEAMS---ALL THREE HAVE PLAYED EACH OTHER AND HAVE ALTERNATED VICTORIES. I.E. - "TEAM A" HAS DEFEATED "TEAM B". "TEAM B" HAS DEFEATED "TEAM C". "TEAM C" HAS DEFEATED "TEAM A". IF THE FOURTH TEAM IN THE DIVISION, TEAM "D", HAS LOST TO OPPONENTS "A", "B" & "C". IN THIS INSTANCE, GOAL DIFFERENTIAL INVOLVING GAMES AMONG TIED TEAMS ONLY WOULD BE THE FIRST TIE BREAKER USED. THEREFORE, GOAL DIFFERENTIAL OF "TEAM A" VS "TEAM B", "B VS. C", AND "C VS A" WOULD BE TALLIED AND THE TEAM WITH GREATEST GOAL DIFFERENTIAL WOULD ADVANCE. IF STILL TIED, TIE BREAKERS 3 AND 4 WOULD BE APPLIED IN ORDER USING APPROPRIATE DATA FROM GAMES AMONG TIED TEAMS ONLY.**

4. **IF THE FOURTH TEAM IN THE DIVISION, TEAM "D", HAS DEFEATED OPPONENTS "A", "B" & "C". THE TEAM WITH THE GREATER OVERALL GOAL DIFFERENTIAL (GOALS FOR MINUS GOALS AGAINST INVOLVING ALL PRELIMINARY ROUND GAMES) WILL ADVANCE.**

5. **ANY SCENARIO NOT SPECIFICALLY COVERED BY THE ABOVE, WILL THEN BE LEFT TO THE DISCRETION OF THE TOURNAMENT DIRECTOR.**

GUIDELINES REGARDING JERSEY COLORS

As a general rule of thumb home, teams wear light colors, visitors wear dark colors. If your team has two sets of jerseys, we strongly recommend bringing both sets to all tournament games. If a color conflict or dispute arises, the tournament director reserves the right to make the final decision.

SANCTIONING & ON-ICE OFFICIALS

All tournaments are sanctioned by USA HOCKEY. We are required to use U.S.A. HOCKEY carded officials and have them officiate only those games that U.S.A. HOCKEY has deemed them qualified to officiate.

PARENTS, SPECTATORS AND FANS REGULATIONS

We ask that all parents, spectators and fans conduct themselves in an orderly, sportsmanlike and professional manner when attending a Hockey Time Productions tournament game. Any report of disorderly conduct in the rink, parking lot, etc. including, but not limited to the following, will not be tolerated:

- Parents, spectators and fans going on the ice or into bench area, penalty box or scorer's box.
- Parents, spectators or fans going into referee's locker room or opposing team's locker room.
- Physical or verbal abuse of referee's, coaches, players, rink employees or tournament officials.
- Fighting amongst parents, spectators or fans in the stands.
- Excessive use of noise makers

If any of these issues are abused, Hockey Time Productions has the right to dismiss all culprits from the facility at any time. Also to be included:

1. **Parents, spectators and fans are not permitted to confront the Hockey Time tournament director(s) or scorekeeper(s) at any time.** If an issue arises, that issue must be brought to the attention of the Hockey Time representative by a coach or manager. If a parent, spectator or fan continues to abuse the tournament director(s) and/or scorekeeper(s), they can be dismissed from the facility at any time, by the director or rink personnel. If the person(s) does not leave in a timely fashion, police can be called to assist.

2. **There is to be NO use of any air horns or vuvuzela's at any time.** These hinder the ability of players and scorekeepers to hear the whistle. If anyone is found with any of these, they will be confiscated and returned to them after the game has finalized.

If the situation is serious enough, Hockey Time Productions reserves the right to dismiss any and all people involved from all tournament games and facilities for the entire weekend. Remember, we all are here for the kids to have an enjoyable and fun-filled weekend of playing hockey. We thank you in advance for your understanding and cooperation.