

# 2009 ~ 2010 **Tournament Rules**

*presented by Georgetown Ice Center*

This is a USA / MAHA sanctioned Tournament. All players and teams must be recognized by the National Governing bodies of U.S. A. Hockey or Canada. Teams must also be registered with the appropriate state or provincial association. **THE USE OF ANY SUSPENDED, ILLEGAL OR UNAUTHORIZED PLAYER WILL RESULT IN THE AUTOMATIC EXPULSION FROM THE TOURNAMENT AND FORFEIT ALL FEES PAID.** Tournament Rules are USA Hockey rules with the following additions:

1. **INTERNATIONAL MOUTH GUARDS ARE REQUIRED FOR ALL PLAYERS INCLUDING GOALKEEPERS IN ALL PEE WEE AND HIGHER AGE DIVISIONS. THIS RULE WILL BE ENFORCED BY THE REFEREES.**
2. Only players in complete uniform and rostered coaching staff may occupy the player bench.
3. HOME teams will wear white jerseys and AWAY teams will wear dark jerseys.
4. Teams must furnish their own penalty box official. This individual is a game minor official and shall refrain from any communication with the referee other than that necessary to perform the job. This individual cannot be a registered coach with the team.
5. In order for a player to be eligible for a trophy game, the player must have played in at least one preliminary game.
6. All Championship and Consolation round games must be played. Any team who cannot stay to participate in these games for any reason will lose their position in the tournament and all rights to any awards or fees paid.

## **Starting Time / Warm Up Period**

7. Teams must be ready to enter the ice for their warm up period ten minutes prior to their scheduled start time. Warm up time shall be **three minutes**. Any team not ready to face off within 10 minutes of the posted game time will forfeit that game.

## **Zero Tolerance**

8. Referees will be instructed to strictly enforce **Zero Tolerance Rules**. The Georgetown Ice Center staff reserves the right to remove from the ice center any players, coaches, or spectators who violate USA Hockey Zero Tolerance policies. (Xvii 2009-2010 Official Rules of Ice Hockey)

## **Playing Time / Time Outs / Game Points**

9. All games are stop timed with no time outs, except in the Championship and Semi Final games. Each team will be allowed 1 – 1 minute time out. Period length is as follows for each division: Mite divisions – 11 minute periods, Squirt divisions – 12 minute periods, Pee Wee divisions – 12 minute periods, Bantam divisions – 13 minute periods, Midget divisions – 14 minute periods, Junior Varsity divisions – 14 minute periods.
10. 4 TEAM DIVISIONS: Divisions with 4 teams will play each other one time (3 games). Teams will be seeded for the Championship and Consolation games based on point totals (game 4). All teams in a 4 team division will play a total of 4 games.

6 TEAM DIVISIONS: Divisions with 6 teams will be separated into two brackets each consisting of three teams. Teams will cross over to play each of the three teams in the opposite bracket (3 games). The top four teams with the most points will play each other (1vs4, 2vs3) in a semi-final game to determine who will advance to the Championship game (game 4). Winners advance to Championship game (game 5) and losing teams will be done. Team 5 and 6 will then play each other in a Consolation game (game 4).

8 TEAM DIVISIONS: Divisions with 8 teams will be separated into 2 brackets. An “A” and a “B” bracket consisting of 4 teams in each. During the first round of play, individual teams in each bracket will play each other one time for a total of 3 games. The top 2 teams in each bracket (2 with the most total points) (1<sup>st</sup> place “A” vs. 2<sup>nd</sup> place “B” and 1<sup>st</sup> place “B” vs. 2<sup>nd</sup> place “A”) will then play each other in a semi-final game (game 4) to determine who continues on to the Championship game (game 5). Winners of the semi-final round will advance and the losing teams are done. Teams who place 3<sup>rd</sup> and 4<sup>th</sup> in their bracket will play their respective counterparts in the opposite bracket (3<sup>rd</sup> place A vs. 4<sup>th</sup> place B, 3<sup>rd</sup> place B vs. 4<sup>th</sup> place A) in a consolation game (game 4).

- 10 TEAM DIVISIONS: Divisions with ten teams will be separated into 2 brackets. An “A” bracket with 6 teams and a “B” bracket with 4 teams. During the first round of play teams in “A” bracket will be divided into two three team sub brackets and these sub brackets will play the three teams in the opposite bracket. Teams in the four team bracket will play the other three teams in their bracket. After the first round of play teams will be seeded from 1 to 10, with the top 4 teams playing off ( 1vs. 4 and 2 vs. 3) to determine who continues on to the championship game. Winners of the final round will advance and the losing teams are done. Teams, who finish 5<sup>th</sup> place through 10<sup>th</sup>, will play the next lowest seed in a consolation game. (5th vs. 6th, 7th vs. 8th and 9th vs. 10th)
- 12 Team Divisions: Divisions with 12 teams will be separated into 2 brackets of 6 teams in each. These brackets will be divided into sub brackets of three teams each with each team playing 3 games vs. the opposing bracket. The top two teams in each bracket will play each other (1<sup>st</sup> place A vs. 2<sup>nd</sup> place B, 1<sup>st</sup> place B vs. 2<sup>nd</sup> place A) to determine who continues to the championship game. Winners of the semi final games will advance and the losing teams are done. Teams who finish in 3<sup>rd</sup> place through 6<sup>th</sup> place in each bracket will play their opposing seed in the other bracket in a consolation game. (Bracket A 3<sup>rd</sup> vs. Bracket B 3<sup>rd</sup>, 4<sup>th</sup> vs. 4<sup>th</sup>, etc.)
11. **MERCY RULE:** A running clock will be used at the end of the second period or anytime during the third period when 6 or more goals separate the teams. If the team from behind comes within 2 goals of the team ahead, stop time will resume for the remainder of the game.
  12. A running clock will be used at any point in the game, for the remainder of the game, after a combined total of 17 penalties have been called. Coaches should keep their team under control to avoid this situation.
  13. There will be a total of 2 points awarded per game during round robin play and are awarded for final game outcome. Points will be awarded as follows: 2 points for the win, 1 point for the tie, and 0 points for a loss. All round robin games can end in a tie and overtimes will only be played in the Championship and Semi final games.
  14. **POINT TIES:** Point ties will be broken by
    - a. Most Wins
    - b. Head to Head
    - c. Goals For / Goals Against
    - d. Periods Won / Lost for all games
    - e. Least Penalty Minutes
    - f. Coin Toss
  15. **CHAMPIONSHIP ROUND TIE BREAKER:** (Championship and Consolation games only) If after regulation time the score has remained tied; there will be two consecutive 5 minute sudden death overtime periods. If the score still remains tied there will be a best of three shoot out. If after the best of three shoot out, the score still remains tied, the shoot out will continue until one team scores and the other does not. Coaches will determine the order of the shooters on their team, and no player can be used twice until all shooters have shot one time. Teams will alternate shots, with a coin toss to determine shooting order. Coin toss winner will determine which team shoots first.

### Penalties

16. Any **MAJOR PENALTY** and/or **MISCONDUCT PENALTY** will result in an **AUTOMATIC EJECTION** from that game. A **SECOND MAJOR PENALTY** and/or **MISCONDUCT PENALTY** will result in **AUTOMATIC SUSPENSION** from the tournament.
17. Any **GROSS** or **MATCH PENALTY** given to any player, coach or manager, will result in **AUTOMATIC SUSPENSION** from the tournament.

### Suspensions

18. **GAME SUSPENSIONS:** Suspensions resulting from game or gross misconducts, or any other circumstances, which are mandated by *USA Hockey* or *Tournament Rules*, **will not be overturned by the Tournament Director or the Georgetown Ice Center Staff under any circumstances.** Players, coaches, parents and other spectators should be fully aware of the potential consequences of their actions at all times.