

All referees are certified by USA Hockey and are independent contractors.

The Arizona Cactus Cup Tournament Director(s) shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action and any other procedural disputes. The competition directors will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of Arizona Cactus Cup Tournament Directors are final.



THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO ADD, AMEND OR REMOVE ANY ARIZONA CACTUS CUP TOURNAMENT RULE OR REGULATION.

RULES AND REGULATIONS

- 1) All teams will be properly registered & rostered with USA Hockey or Hockey Canada & credentials will be checked.
- 2) All Coaches, Managers, Locker Room Attendants and Penalty Box Monitors must be screened per USA Hockey screening standards and USA Hockey SafeSport screened and certified.
- 3) All coaches will be certified at the correct level of coaching as of December 31st.
- 4) All bench personnel must have current USA Hockey membership AND have achieved the USA Hockey minimum level of coaching education for the division in which he/she is coaching.
- 5) Canadian and International teams require a travel permit and must submit one to keri@arizonacactuscup.com within 10 days of registration.
- 6) Please note the following tournament requirements when you roster your team;
 - a) All players and bench personnel must be listed on the official roster or supplemental
 - b) All players on your roster must adhere to USA Hockey Age classifications
 - c) You may not register any player on your tournament team who plays during the regular season at a higher *level. (For example: currently registered U14AA players are not eligible to play on a U14A. A team *for the tournament; a U12 aged player who plays U14 during the regular season is not eligible to play on a U12 team for the tournament; a U16A player may not play U16B for the tournament, etc.). *Exceptions to this policy may be granted after review by the tournament committee but must be disclosed prior to the tournament starting.
 - d) No Player shall be rostered or eligible to play on more than one team in the Tournament. Unusual exceptions may be granted by the tournament committee for unforeseen circumstances should occur.
- 7) Only players listed on the official Arizona Cactus Cup Tournament team roster may play in a tournament game. Any team using a player not properly listed on the team roster will result in a forfeit (1 - 0) of the affected game(s). Any team using a player suspended for any reason will forfeit (1 - 0) that game and the suspended player will be ejected for the remainder of the tournament. Suspended players may attend tournament games but are not allowed on the player bench area.
- 8) Locker Room Monitoring: It is the policy of USA Hockey that all teams have at least one responsible adult (head/assistant coach or other approved team personnel) directly monitoring the locker room during all tournament events to ensure that only participants (coaches and players), and other approved team personnel are permitted in the locker room to supervise the conduct in and around the locker rooms at all times while participants are present and also make sure the locker room is appropriately secured during times when minor participants are on the ice. All responsible adults serving as locker room monitors should be gender correct and the co-ed locker room policy must be followed. Monitors must be screened per USA Hockey screening standards and USA Hockey SafeSport screened and certified. Unapproved, non-team personnel, including parents and family members are discouraged from entering locker rooms unless it is truly necessary.
- 9) Cell Phones & Other Mobile Recording Devices: Per USA Hockey policy, cell phones and other mobile devices with recording capabilities, including voice recording, still cameras and video cameras, are not permitted to be used in the locker rooms. If phones or other mobile devices must be used, they should be taken outside of the locker room
- 10) Penalty box monitors or attendants are mandatory at all levels. (Reminder: Penalty Box attendants must refrain from coaching and loud cheering while in the penalty box.)
- 11) The Tournament Directors reserves the right to impose curfew in order to maintain the tournament schedule.
- 12) Absolutely no cow bells, air horns or noise makers of any sort will be allowed. If these items are used, the tournament reserves the right to remove offending spectators from the game.
- 13) All participating teams are to have on file, signed Code of Conduct Agreements with their individual Clubs/Organizations for all Players and Parents. The Arizona Cactus Cup reserves the right to remove any parent/player/spectator from the tournament, at its discretion, for abuse of Standard Code of Conduct.
- 14) In conjunction with USA Hockey, The Arizona Cactus Cup has a **ZERO TOLERANCE POLICY** when it comes to any form of hate and/or abuse (racial, sexual, emotional, physical, etc.) among players, parents, coaches, officials and spectators. The Arizona Cactus Cup reserves the right to remove anyone from the tournament that exhibits such behavior on or off the ice.
- 15) Per USA Hockey Rules, all US players, in U12, U14, U16 and U18 divisions of the Arizona Cactus Cup Tournament are required to wear mouth guards. This includes Goalies. A misconduct penalty will result from each infraction, after the team

bench has been given a warning.

- 16) Per USA Hockey and Hockey Canada Rules Agreement, all Canadian players must wear the following Hockey Canada mandatory equipment. This includes Goalies. A misconduct penalty will result from each infraction, after the team bench has been given a warning. Players without Certified stickers will not be allowed to compete in the Tournament.
- 17) Hockey Skates (approved design for hockey)
- 18) BNQ Certified Throat Protector (For players in all Female and Youth classifications)
- 19) CSA Certified Helmets (All age classifications)
- 20) CSA Certified Face Mask (with color-coded CSA Sticker – per the following)

Category	Description	Type	CSA Sticker
Full-Face Protector	Players older than 10 years of age (other than goalkeeper)	B1 or 1	White
		A	Green
	Players 10 years of age and younger (other than goalkeeper)	B2 or 2	Orange
		B	Red
	Goalkeepers of all ages	D1, D2 or D3	Blue
		C	Purple

NOTE: Hockey Canada rules do not mandate the wearing of a mouthpiece at any age classification where a full facemask is required.

Additionally: In all instances where a Hockey Canada team is not wearing their proper mandated equipment, a game report shall be submitted by the Referee to the Proper Authorities.

- 21) Helmets must be worn at all times during warm-ups, games, handshake line, and anytime in the player bench or penalty box area.
- 22) Tournament games for all divisions are defined below
 - a) U10, U12, U14 (3) Thirteen Minute Stop-time periods (13-13-13).
 - b) U16, U18 (3) Fifteen Minute Stop-time periods (15-15-15).
- 23) Each team shall be allowed no more than one (1) time-out during any tournament game. All time-outs will be forty-five (45) seconds in duration. Time-outs are not allowed while running time is in force.
- 24) There will be a one (1)-minute break between each period
- 25) Warm-Ups shall be 3 minutes for all levels
- 26) The scorekeeper will mark the official start time on the score sheet at the start of the warm-up period.
- 27) As per USA Hockey Guidelines, there will be NO CHECKING allowed in all U10 and U12 levels.
- 28) **Mercy Rule Exception:** If in the third (3) period of the game the goal differential reaches six (6), the game clock will go to running time and will not stop for any reason other than at the discretion of the on-ice officials until the game ends or the goal differential is reduced to three (3). The game clock will not be stopped for goals scored, penalties, injuries, or any other reason while the "mercy rule" is in effect unless directed by the on-ice officials.
- 29) Any match penalty will result in a tournament suspension. Any increase in a suspension for a player or coach above minimum requirements is at the discretion of the Tournament Director. Game misconduct penalties will result in a minimum one game suspension per USA Hockey. Any player suspended from a game for the second time in The Arizona Cactus Cup Tournament, for any reason, can be ejected for the remainder of the tournament. The Tournament Director's decision is final. NOTE: "Checking from behind" can be a major penalty depending on the situation. In most cases it will result in a two-minute minor and a ten-minute misconduct penalty for the first offense. A second offense may result in a one game suspension.
- 30) Players will be assessed a game misconduct after four (4) penalties.
- 31) Coaches will receive a game misconduct when the team accumulates twelve (12) penalties during one (1) game.
- 32) Icing during shorthanded situations is NOT ALLOWED for all age groups except High School.
- 33) Points will be awarded in the following manner:
 - a) Win 2 Points
 - b) Tie 1 Point
 - c) Loss 0 Points
- 34) All points earned in road robin games will be used to determine seeding for the "Quarter" and "Semi" games only.
- 35) Game Forfeits – If a team forfeits a game or games for any reason, the scoring and attribution will be recorded as outlined below:
 - a) The non-forfeiting team will be credited with 2 points for the win.
 - b) The non-forfeiting team will be granted 1 goal, recorded as unattributed.
 - c) The non-forfeiting team will receive a +1 goal differential.
 - d) The team that forfeited will incur a -1 goal differential.
- 36) All regular games that end in a tie each team will be awarded 1 Point. NO overtime or shootouts will be permitted.
- 37) The following tiebreaker formula will be used to determine the order of finish (seeding) after round robin play: A tie is reached when 2 or more teams all have the same number of points after round robin play:
 - a) Two-way tie:
 - i) Head-to-head record between all teams with equal points.
 - ii) Most wins overall
 - iii) Overall Goal Differential (capped at a maximum of 5 per game)
 - iv) Goals Against
 - v) Fewest penalty minutes overall

- b) Three (or more) -way tie:
 - i) Head-to-head record between all teams with equal points (if three teams are tied, and One team has not beaten both of the teams... head-to-head does not apply)
 - ii) Most wins overall
 - iii) Overall Goal Differential (capped at a maximum of 5 per game)
 - iv) Goals Against
 - v) Fewest penalty minutes overall
- 38) Penalty times for all divisions will be guided by USA Hockey, but will following schedule will be utilized for all divisions;
 - a) Minor - 2:00 minutes
 - b) Major - 5:00 minutes
 - c) Misconduct - 10:00 minutes
 - d) Game Misconduct or Game Ejection - 10:00 minutes
 - e) *Penalties during running or stop time are of the same duration.
- 39) All tournament "Championship" and "Semi-Final" and "Quarterfinal" games that end regulation in a tie shall use the follow process to determine a winner:
 - a) **"Sudden Death" Tiebreaker:** Teams will play a five (5) minutes RUN TIME overtime period 3 on 3 format with the team scoring first declared the winner and being awarded an additional point.
 - b) **Penalties & Power Plays:** If a penalty is taken in overtime, the teams play 4-on-3. (Essentially, the team on the power play just adds another player.) If a second penalty is taken, the teams will play 5-on-3. If a penalty carries over from regulation, the teams will play at 4-on-3. "At no time will a team have fewer than three skaters on the ice during the overtime period."
 - c) **If Tied After Overtime:** If the tie still exists after the "Sudden Death" tiebreaker, a shootout to determine a winner as prescribed below:
 - i) Each team will select five (5) players to participate in the shootout.
 - ii) In the first round, players from each team will alternate shots, with the visiting team shooting first.
 - iii) Players will start at center ice and will begin play at the direction of the referee. Goalkeepers must remain in their crease until the shooting player has started play by touching the puck.
 - iv) Players are allowed one shot / shooting attempt only.
 - v) If, after all ten (10) players have finished their attempts, the game remains tied, each team will start the second round by selecting one (1) player who has not yet participated to take a turn. The shootout will proceed one player at a time; each team having an equal number of turns with the home team participating last in each round. One turn for each team constitutes a round. Only after all players listed on their game roster with the scorekeeper have participated may a player take a second turn. During the second round and beyond, the team that scores first, with the other team failing to score is declared the winner.