



# 2015 Webster Youth Hockey Cyclone Challenge

## Rules & Regulations

- USA Hockey rules apply to all divisions.
- Teams must submit a copy of their sanctioned USA Hockey/Hockey Canada roster for the current season and a Travel Permit (if applicable) prior to their first game.
- All players must be on the team's sanctioned roster. Players registered on 2 teams at 2 different levels may only play at the higher level. Players must participate in at least one preliminary game to be eligible to play in the Championship game.
- No roster substitutions will be allowed.
- In the event a player is found to be illegal, all games the player in question has played in will be declared a forfeit with the score being 1-0. All 5 game points will be awarded to the opposing team.
- All players must sign in prior to their 1st game and must check in for all remaining games.
- Only players, coaches and tournament officials recognized by the tournament committee will be allowed on or near the player's benches.
- **ZERO TOLERANCE FOR PLAYERS, COACHES, AND SPECTATORS WILL BE STRICTLY ENFORCED.**
- All suspended coaching staff/players are NOT allowed on, near or behind the benches or otherwise allowed to participate in the game.
- In the event that a player is ejected from the game, a coach from the team's bench must escort the player to the locker room and remain with the player until custody is relinquished to a parent or guardian.
- Any major penalty for fighting or any match penalty will result in automatic suspension from the tournament.
- The official game schedule shall be provided to the team before the start of the tournament/first game. The team manager and coaches are responsible for ensuring the team is at the rink at the correct time. Failure to do so will result in the game being forfeited (score 1-0).
- Teams must be ready to play 20 minutes before the starting time of the official game schedule. Game may begin up to 15 minutes before original start time.
- Game timing will commence with a 2:00 minute warm up, which will begin at the time the Zamboni doors close. All teams must be standing at their respective "door to the ice" as the Zamboni is exiting the ice. Teams not ready to play will forfeit their warm-up time.
- Mercy Rule: If (5) five goals separate the team in the third period, running time shall commence. The clock will revert back to stop time if the goal differential drops below (5) goals.
- Period Times:

PeeWee Minor & Major	65 minutes of Ice Time 12-12-12
Bantam Minor & Major	70 Minutes of Ice Time 12-12-15
Midget	80 Minutes of Ice Time 15-15-15

- All Preliminary Round Games will have a curfew clock.
- Tournament Rules and Regulations are subject to change.
- All decisions made by the Tournament Director are final.

## **Point System**

Our tournament utilizes the 5 point system to determine divisional standings as follows:

+ (1) one point for each period won
+ (1/2) one half point for each period tied
+ (2) two points for a game win
+ (1) one point for a game tie
(0) zero points for a game loss

## **Tie-Breaking Procedure after Preliminary Round Games**

If a tie results between teams after the completion of preliminary play, the following format will be utilized as tiebreakers for deciding seeds:

1. Head to head record against each other in the tournament.
2. Most games won.
3. Least amount of goals allowed.
4. Most period wins.
5. Most goals scored.
6. Least amount of penalty minutes (Minor and Major) in the tournament. Misconducts will not apply.

## **Championship Games Only**

If a championship game ends in a tie there will be a 5 minute overtime period

If still tied after overtime, a shoot-out will determine the winner.

## **Shoot-out Procedure – Championship Games**

Prior to the start of the championship game, each team shall select (3) three “shooters” to begin the shootout, then list the rest of the team “shooters” in order.

A shoot out consists of (1) player from each team per round shooting on the opposing goaltender. The home team will choose if they want to shoot first or last. The teams will begin alternating shooters and continue until all 3 shooters for each team have gone. The team with the most goals at the conclusion will be declared the winner.

In the event of a tie after the original 3 player shoot-out, the following procedure will be used to determine a winner. The next originally designated shooters will compete in a sudden death shoot-out (prior shooters are not eligible until all players have been used). If there is no score or both teams score in a round, the next players for each team will shoot in the order they are on the list. This will continue until there is a goal differential in a round and the winner has been decided.