
2017 Coyotes Cup Tournament Rules

All tournaments will be played under USA Hockey rules with the following additions:

All bench personnel must have current USA Hockey membership & have achieved the USA Hockey minimum level of coaching education for the division in which he/she is coaching by 12/31 of the current playing season. They also must be background screened and safe-sport cleared for the 2017- 2018 current season. Travel permits are required for any team from an affiliate requiring travel permits and are required for ALL Canadian team and an International Competition Form is required for all other foreign teams.

1. Game Formats

- a. Games will consist of three 14-minute stop time periods. (Mites – 2 - 26 minute periods)
- b. Each team will be allowed one- 60 second time out per game to be used at their discretion.
- c. Teams will be allowed a four-minute warm-up period prior to each game (3 minutes Mites) and a one-minute break between periods. The ice will not be resurfaced between periods except for Midget games where an ice cut will take place between the second and third periods.
- d. The tournament director or a representative of the director, after consultation with the referee, may cancel any game in progress in any instance where he or she believes it necessary to protect the welfare of players or officials. In the event of such a cancellation the tournament director or his/her representative shall determine the results of the game for tournament standings.
- e. If at any time during the third period the goal differential reaches 6, running time will commence. If the goal differential becomes less than 6 running time will cease.
- f. Two (2) points will be given for each win (regulation or overtime). One (1) point will be given for an overtime loss. One (1) point will be given for a tie. Zero points will be given for a regulation loss. The following tiebreaker formula will be used to determine the order of finish (seeding) after round robin play:
 - i. In the event of a tie in pool-round robin play.
 1. The teams shall not change ends.
 2. A one-minute rest period will be allowed after which play shall resume on a sudden victory overtime basis. This overtime period will be a 5-minute run time period unless terminated by a goal. Teams shall play overtime with 4 skaters and a goalie. (4 on 4)
 3. If still tied at the end of overtime the each team shall be awarded 1 point.
 - ii. In the event of a tie at the end of regulation play in a designated quarter final, semi-final, or championship game.
 1. The teams shall not change ends.
 2. A one-minute rest period will be allowed after which play shall resume on a sudden victory overtime basis. This overtime period will be a 5-minute stop time period unless terminated by a goal. Teams shall play overtime with 4 skaters and a goalie. (4 on 4)
 3. If still tied at the end of the overtime a shoot-out in accordance with the USAH Annual Guide will take place.

2. Tie Breaking Rules

- 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 6 per game)
 - iv. Fewest penalty minutes overall

v. Quickest first goal scored in Tournament

- b. Three (or more) -way tie:**
 - i. Most wins overall**
 - ii. Overall Goal Differential (capped at a maximum of 6 per game)**
 - iii. Fewest penalty minutes overall**
 - iv. Quickest first goal scored in the Tournament**

3. Rosters

- a. Players must appear on the tournament roster before the first game of your team. No players will be allowed to be added after that time.**
- b. Players may play on only one team in the tournament unless prior approval has been granted by the commissioner.**
- c. Players and coaches must be USA Hockey or Canada Hockey registered for the 2017-2018 season and must appear on an official USA Hockey 1-T roster or equivalent. A proper credentials check will be done for all teams prior to the start of the tournament.**

4. Before and After the Game

- a. The home team will use light jerseys. If you do not have two sets of jerseys it is your responsibility to notify your opponent and the officials of any change.**
- b. The only persons allowed on the benches are eligible players in uniform and a maximum of four-registered team officials.**
- c. Each team is required to supply an adult penalty box attendant.**
- d. All players must wear all required equipment as approved by USA Hockey. All peewees, bantams and midgets must wear mouth guards while on the ice.**
- e. At the conclusion of each game, the coach or manager of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game or games. The Tournament Committee will not over rule any on ice decisions. (Playing Rules) No hearings will be held for Game Misconduct Penalties. The Grievance Committee will be considered the “Proper Authority” for any player or team official receiving a Match Penalty and will make a ruling regarding the continued participation of a player or team official in the tournament. All findings from any Match Penalty will be forwarded to the team’s local governing body at the conclusion of the tournament.**
- f. The tournament commissioner has final authority on all matters pertaining to tournament operations and playing rules.**
- g. Only current 2017-2018 season USA Hockey registered, background screened and safe-sport cleared officials may officiate tournament games.**

Mite Half Ice Addendum

Games:

- 1. 2 separate games happening simultaneously).**
- 2. 3 minute warmup.**
- 3. 1 minute rest between periods**
- 4. Each team will be playing 3 on 3 with a goalie.**
- 5. Each game will consist of 2 - 26 minute periods in length, changing shifts every 2 minutes.**
- 6. Teams will switch goal ends for the second/final period.**
- 7. Line changes will happen every 2 minutes and will be signaled with a buzzer. Then teams will go directly for a face off.**
- 8. After scoring a face off will take place**
- 9. If the goalie covers the puck, both teams will skate around their own net to continue the play.**
- 10. Score will be kept in order to determine final seedings (individual scoring stats are not recorded).**
- 11. Goal differential is capped at 6.(See tournament seeding rules)**

Penalties:

- 1. Play continues while player committing offense goes to the bench for the remainder of the shift**
- 2. If a goal is scored player can come back on the ice**
- 3. If there is a 3rd penalty committed on the same shift, everyone will be sent to the bench and there will be a penalty shot awarded to the player drawing penalty.**