

# Compuware – Honeybaked Classic Rules

## Sanction # MIT1934979813

### Tournament Dates & Locations

- Dates: September 14-16, 2018
- Locations: USA Hockey Arena and Novi Ice Arena
- Divisions: 10U (2008), 11U (2007), and 12U (2006) Tier 1 (AAA)

### Tournament Format – 10U 2008 Division

The Compuware HoneyBaked Classic Tournament is a four (4) game guarantee event. The tournament field is five (5) teams. Teams will play each team once (4 games). The top two (2) teams will advance to the finals. Teams finishing in 3<sup>rd</sup>, 4<sup>th</sup>, or 5<sup>th</sup> will have finished the tournament.

In the round-robin portion of the Tournament, two (2) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. There will be no overtime in the round-robin play. There will be overtime in the final round of play. Please see the overtime format listed under Tournament Format. Seeding will be determined as the teams who have accumulated the most points or by the Tiebreaker Rules. The playoff schedule is predetermined off the Tournament schedule.

### Tournament Format – 11U 2007 Division

The Compuware HoneyBaked Classic is a four (4) game guarantee event. The tournament field is six (6) teams divided into two (2) groups of three (3) teams. Teams in one division will cross over and play the other three (3) teams once. At the conclusion of round robin play teams will be ranked one through six. The top four teams will advance to the semi final round. The winners of the semi finals will advance to the final. Teams finishing 5<sup>th</sup> and 6<sup>th</sup> will play a fourth and final game.

In the round-robin portion of the Tournament, two (2) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. There will be no overtime in the round-robin play. There will be overtime in the semi final round of play. Please see the overtime format listed under Tournament Format. Seeding will be determined as the teams who have accumulated the most points or by the Tiebreaker Rules. The playoff schedule is predetermined off the Tournament schedule.

### Tournament Format – 12U 2006 Division

The Compuware Honeybaked Classic Tournament is a four (4) game guarantee event. The tournament field is eight (8) teams divided into two (2) divisions of four (4) teams. The top two teams from each division will advance to the semi final round. The two (2) winners of the semi final round will advance to the final. Teams finishing 3<sup>rd</sup> or 4<sup>th</sup> in their bracket will play a final fourth game crossing over and playing the respective 3<sup>rd</sup> and 4<sup>th</sup> place team in the other bracket.

In the round-robin portion of the Tournament, two (2) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. There will be no overtime in the round-robin play. There will be overtime in the gold semi final round of play. Please see the overtime format listed under Tournament Format. In each division seeding will be determined as the teams who have accumulated the most points or by the Tiebreaker Rules. The playoff schedule is predetermined off the Tournament schedule.

### Tiebreaker Rules

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie break format. If one tie-breaker establishes a position for one or more teams, each team is placed in their applicable position. Once a team or teams are placed, the remaining tied teams shall start the tie breaking process at Step 1.

1. Head-to-head competition. (Note: If more than two teams are tied, all tied teams must have played each other in order for head-to-head to apply.)
2. Most wins.
3. Scoring quotient. (Maximum of 6 goal differential per game. To achieve the differential, goals will be subtracted from GF (Goals For) column. For example, a 12-3 game would be scored 9-3). The scoring quotient is calculated by taking an individual team's goals for divided by goals for + goals against. The team with the higher number advances. Team B advances in the example below:

Team A	15 Goals For	7 Goals Against	Quotient: $15 / (15 + 7) = .681$
Team B	14 Goals For	6 Goals Against	Quotient: $14 / (14 + 6) = .700$

4. Points per period in the round robin play. Teams get 2 points for winning a period, 1 point for a tie, and 0 points for losing the period.
5. Coin Toss.

### **Tournament Format**

If a game is tied at the end of regulation, overtime will be played in the following manner:

1. A five-minute period of 4-on-4 sudden death. All penalty situations are treated the same as regulation time. A team cannot go below three (3) skaters on the ice; if this is the case you will restore back to 5 on 5 rules until the next stoppage of play that allows you to go back to 4-on-4 play.
2. ***Shoot-out Rules***- One player from each team will take a shot at the opposing goalie. The visiting team will shoot first. At the end of the three (3) shots, the team with the most goals wins the game. Three (3) different shooters must shoot and the order must be presented to the official before the first shooter shoots. If the score remains tied, one (1) additional, different shooter from each team is picked and the same procedure is continued until the winner is determined. No player can shoot twice until the entire roster (excluding the goaltender(s)) has shot.
  - A player serving a minor penalty at the conclusion of the overtime may not participate in the shootout until all other players have shot. This only applies if the player has not sat the duration of his penalty.
  - Any player serving a 10-minute misconduct penalty at the conclusion of overtime is not allowed to participate in the shootout. This only applies if the player has not sat the duration of his penalty.

### **Tournament Rules & Regulations**

**Playing Rules:** All games will be played under USA and MAHA Hockey rules and regulations except as noted herein:

- Teams need to be prepared to start 10 minutes before their scheduled game time. Games will begin 10 minutes before the scheduled game time ice permitting.
- All games shall consist of 15-minute stop-time periods with zero (0) ice resurfaces.
- Warm-up shall consist of a three (3)-minute period.
- Rest time between periods shall be one (1) minute.
- Running clock shall take effect if, at any time, a team has a six (6) or greater goal lead. The clock shall continue to run until the goal differential is reduced to three (3) goals. (Note: the on-ice officials may direct the scorekeeper to stop a running clock in the event of an on-ice injury or other circumstances that he/she warrants stopping the game clock.)
- Each team may utilize one (1) time out per game, including overtime. Time outs are to be one (1) minute long.
- Penalty time will follow the game clock (e.g. stop-time if stop-time and running-time if running-time). Penalty time shall follow the 2/5/10 minute format. Under running-time conditions, players must remain in the Penalty Box until the puck is dropped if the penalty expires during the stoppage of play.
- Home teams shall wear LIGHT sweaters and visiting teams shall wear DARK sweaters.
- Handshake ceremonies will take place at the conclusion of the game unless the game referees determine otherwise.

**Referees:** Only duly registered officials holding USA Hockey referee cards shall referee the Compuware – Honeybaked Classic Tournament games.

**Suspended Players:** No player suspended in his regular league can play in the Tournament until his suspension is lifted by his regular league officials.

**Alternate Goalkeepers:** The alternate goalkeeper must be ready to play at all times during the game. Only two (2) minutes will be allowed for a goalkeeper to recover from an injury. After two (2) minutes he/she will be replaced immediately

**Player Eligibility:** All teams must have a USA Hockey certified roster. Properly affiliated players are eligible to play; pickups are ineligible. If it is proven that a team has registered an ineligible player, that team will be automatically disqualified and notice of such irregularity will be forwarded by the Tournament Rules/Discipline Committee to the team's affiliate. A player who has been eliminated from Tournament play may not play for another team in the Tournament. Team Managers will submit a team list of players eligible to play to Tournament officials and will have the necessary supporting documentation (valid CAHA, USA Hockey cards, or equivalent) available for examination by Tournament officials at the time of initial registration. Team line-ups submitted to the Tournament on the Players Registration Form may be amended up to the final registration prior to the team's first Tournament game. All Canadian teams must have an approved Travel Permit. All USA Hockey and Team Canada formal roster documents and Canadian Travel Permits must be filed with the Tournament Director 48 hours prior to the start of play.

**Mandatory Equipment:** All players must have all equipment required by USA Hockey and MAHA.

**Game Sheets:** Please bring roster stickers if you have them. A coach is required to sign his name under his/her roster at least twenty minutes before the game.

**Damage to the Rink/Facilities:** Should any player(s) or any team(s) willfully damage any property in the rink, all costs for repairs or replacement shall be borne by the team(s) concerned. Arrangements for restitution shall be made immediately with the rink management. Infractions of the above will be given to the Tournament Director for a ruling for possible disqualification from the Tournament. Any profanity or abusive behavior towards rink personnel or Tournament staff will result in an ejection from the rink and the Tournament.

**Protests:** There is a \$100 fee for all protests. Protests must be filed in written form [using the official protest form] by team officials (signed by the Head Coach and Manager) at the arena Tournament office within thirty (30) minutes of the end of the game. The decision of the Tournament Rules Committee will be final and may not be protested. It should be noted that a referee's decision is final and may not be protested unless it concerns an interpretation of the rules as outlined in the USA rule book.

**Forfeits:** If a team forfeits any of its games and becomes involved in any tie-breaking formula to determine its or another team's eligibility to advance to the next level of play, that team forfeits ALL its games in the round robin play and ALL games will be recorded as 1-0 victories for the non-offending team(s).

**Failure to Compete:**

If a team does not compete the Tournament (i.e.: not playing its fourth game), the penalty is \$300 which then goes to the team that did not get their fourth game.

**Zero Tolerance:** Compuware – Honeybaked Tournaments support USA Hockey's Zero-Tolerance Policy. In order to achieve the objective of teaching good sportsmanship to our players, it is imperative that spectators conduct themselves appropriately. Each team shall take action to ensure that spectators are not abusive to officials, players, team officials, or other spectators. Failure to do so could result in team suspension or game forfeiture. All teams participating are to comply with USA Hockey's SafeSport policies.

**Tournament Committee Discretion:** The Tournament Committee reserves the right to modify these rules as needed to provide the best interest to the Tournament and its participants.