**MOSES LAKE WINTER CLASSIC**



**Welcome to the Moses Lake Winter Classic Tournament!**

This guide describes the format, policies, and rules associated with the Moses Lake Youth Hockey Association Winter Classic Tournament. Coaches should read this document carefully and ensure that they, as well as their team, understand the rules and policies of this tournament. Also, for each game played, please provide a member from your association to be in their own penalty box during the duration of the game.

**TOURNAMENT FORMAT**

The Tournament is a recreational/house tournament. Each team will play four games. Advancement to the championship game is based on a cumulative team scoring system. Points will be awarded in accordance with the following system:

**Team Scoring System**

2 points for a win

1 point for a tie

0 points for a loss

**Tie Breakers**

If there is a tie in cumulative points when determining seed positions for the final games, the following tie breakers will be applied in the following order until the tie is broken.

1. Head-to-head competition

Note: When there is a 3-way tie for a seed position, head-to-head cancels out.

1. Goal differential (max differential of 6 points per game)
2. Fewest penalty minutes
3. Fewest goals allowed
4. Coin toss

**PLAYING RULES**

USA Hockey Rules and Regulations govern all games. The ice will be scraped between games. The Home team will wear black/dark colored jerseys while the Visitor team will wear white/light colored jerseys.

**Game Format / Game Length:**

* **All Games** will consist of 1st and 2nd periods being run time and 3rd period stop time. Each game will have a one hour and 15-minute time limit curfew.
* If at any time a game is approaching the time limit curfew, the referee will make adjustments to ensure the curfew is met.

**Time Outs**:

There will a 30 second time out in the Championship Game only.

**Gretzky Rule:**

All games will have the “Gretzky rule” in effect allowing all players to have a 3-goal maximum.

**Mercy Rule:**

If at any time during the third period one team is ahead by 5 goals, the remaining time will be running time, unless the team behind narrows the goal differential to 4, at which time tournament officials will revert to stop time.

**Warm-up and between period time:**

Teams must be ready to take the ice within 2 minutes after the Zamboni doors have closed, unless directed otherwise by tournament officials. There will be a 5-minute warm-up period, schedule allowing, that starts immediately after the Zamboni doors are closed and the referee and/or linesmen are on the ice. **NO TEAMS ARE ALLOWED ON THE ICE UNTIL DIRECTED BY THE OFFICIALS.** Each team is given 1 minute between periods unless otherwise directed by tournament officials.

**Location:**

All games will be played at the Moses Lake Municipal Ice Rink at Larsen Recreation Center.

If you are coming from Spokane (South):

1. Driving on west bound I-90 take exit 176.
2. Take a right onto Broadway.
3. Take a right on Yakima Ave.
4. Continue down Yakima Ave. to Larsen Recreation Center.

If you are coming from Seattle or Vancouver (North):

1. Driving east bound on I-90 take exit 176.
2. Take a left onto Broadway.
3. Take a right on Yakima Ave.
4. Continue down Yakima Ave. to Larsen Recreation Center.

**Tied Games:**

A tied game after regulation play. If tied after regulation play in the championship game, the game will be settled via a shoot-out. The shoot-out will be performed in the following manner:

First each team chooses three players, which alternately take penalty shots on the opposing goalie (the top seeded team chooses who goes first). If the teams are still tied, each team then alternates one player at a time until one team wins (every player on the team must shoot before any player gets a second shot).

**TOURNAMENT POLICY**

**Participation:**

All rostered players able to participate should receive an equitable amount of ice time. All players must wear a mouth guard and neck protection, except for Canadian players who must follow the rules of their Association and governing body.

**Time Check-In:**

Teams are required to check-in at least 45 minutes prior to their scheduled game time for locker room assignments. We ask that all teams be somewhat flexible with regard to start times, as changes may need to be made.

**Locker Rooms:**

Teams are required to leave their locker room clean and damage free. Tournament officials will inspect the rooms after each game. Teams will be held accountable for any damage to the facility.

**Protests:**

The Tournament Director will handle protests and disputes. The Director reserves the right to make final decisions regarding the interpretation of tournament rules and policies. The Director will act in the best interest of the players, coaches, and the game in general. The Director’s decisions are final and not subject to appeal. There are no protests allowed with respect to any official’s call. Protests must be filed with the Tournament Director or his/her designated officials, within 30 minutes of the disputed game. A judgment will be rendered within 90 minutes of receipt of the protest.

**Discipline:**

The Tournament Director shall serve as the Discipline Chairperson. The Discipline Committee will consist of three (3) persons appointed by the Tournament Director. Any discipline problems will be handled immediately after the game. The committee will meet first with the referee and/or linesman. Next, they will meet with the coach and/or player. The committee will then decide what action, if any, is required based on the guidelines found below. The coach and/or players so involved will then be notified of their decision.

**Zero Tolerance Policy:**

In accordance with USA Hockey guidelines, tournament officials reserve the right to end any game. PNAHA rules for the conduct of players and coaches will be in effect for this tournament. In addition, fighting, unsportsmanlike, or abusive conduct by team officials, players, or spectators will not be tolerated on or off the ice. **Any such conduct may be grounds for removal from the tournament and, if necessary, from the ice arena.**

**Team Disqualifications:**

Teams may be disqualified if:

1. Abuse of facilities
2. Players, coaches, parents, or fans taunt the opposing team, and/or abuse Tournament Officials, Game Officials or employees of the ice arena. There is zero tolerance in effect with respect to all of these issues.

**Player Disqualifications:**

1. A player receiving a game misconduct is ineligible to play in the following game.
2. A player receiving a second game misconduct will be disqualified from further tournament play.
3. Any player or team representative receiving a Gross or Match penalty will be suspended for the remainder of the tournament.