

TOURNAMENT RULES

MAINE HOCKEY DEVELOPMENT LLC

MHD Tournaments will operate in accordance with **USA Hockey Rules** unless otherwise described herein. *Rules and regulations are put in place to ensure the safety of all players and encourage sportsmanship and fair play.*

Coaches Conduct

Coaches are expected to maintain a professional and positive attitude at all times. Shouting at players or berating of officials will not be tolerated by MHD. **Officials will be instructed to maintain a Zero Tolerance towards our coaching staff.**

Coaches who are assessed a Game misconduct will be automatically suspended for the next game. A review by the officials, supervisors and tournament director will determine if additional punishment is required.

Parents conduct

Shouting at players, coaches or officials will not be tolerated by the MHD organization. It is the expectation of MHD that each teams coaching staff will deal with any negative behavior in a prompt and professional manner. A parent meeting to discuss expected behavior should be held before the teams first game.

Full Body Contact There will be no full body checking in any division except BANTAMS. Coincidental contact for the purpose of gaining body position will be allowed.

Mouth Guards and Neck Guards

Teams are expected to follow the normal requirements set forth by whichever governing body the players fall under during their normal playing season. ie: Hockey Canada or USA Hockey rules and or recommendations.

Penalties

Minor-1.5 min, Major- 3 min, Misconduct- 6 min squirt and peewee divisions

Minor- 2 min, Major 5 min, Misconduct 10 min for Bantam divisions

Game Misconduct

A player receiving a **game misconduct will automatically be suspended for the following game.** The only exception to this rule will be if a player receives a two-minute penalty and a game misconduct for checking from behind. (if it does not occur during the last 5 minutes of the game). Any player receiving a second game misconduct in the same tournament will be automatically suspended for an additional game (2 games).

3 stick infraction penalties:

Any player receiving 3 stick infraction penalties (SLASHING, HIGH STICKING, CROSSCHECKING) in one game shall be ejected from the game.

4 minor penalties

Any player receiving 4 minor penalties in one game shall be ejected from the game.

- **ICING ALLOWED WITHOUT WHISTLE BY SHORTHANDED TEAM DURING PENALTY KILL**

TOURNAMENT RULES

MAINE HOCKEY DEVELOPMENT LLC

Checking from behind (a) A minor plus a misconduct penalty, or a major plus a game misconduct penalty, shall be assessed to any player who body checks or pushes an opponent from behind. If the penalty occurs during the last 5 minutes of the game, the player will sit out the remainder of the penalty time in their next game of the tournament.

(b) A major penalty plus game misconduct penalty shall be assessed to any player who injures an opponent as a result of checking from behind or who body checks or pushes an opponent from behind causing them to go head first into the boards or goal frame.

Any penalty assessed for checking from behind, which the referee deems intentional or causes an injury, will warrant a major penalty, a game misconduct and the player will automatically sit out the next game.

Match Penalty Any player or team official assessed a match penalty will be removed from the tournament, and suspended from all USA hockey sanctioned events until a hearing is scheduled with their local association.

Contact to the Head (a) A minor plus a misconduct or major plus a game misconduct penalty shall be assessed to any player who contacts an opponent in the head, face or neck, including with the stick (not a stick lift) or any part of the player's body or equipment.

(b) A major plus a game misconduct penalty shall be assessed to any player who injures an opponent as a result of head contact or who intentionally or recklessly contacts an opponent in the head, face or neck.

This rule is intended to remove the checking with the hands, forearm, elbows and shoulder to the head area. **It is not intended to be substituted for contact over normal height of shoulder with the stick. It is not intended to be called if a player ducks or if there is incidental contact**

Banging of sticks on boards at players bench

The banging of sticks at the players bench will not be tolerated. If this situation occurs, the referee will provide a warning to both teams. Any subsequent offence will result in a 2 minute minor penalty.

Entering onto the ice surface before Zamboni doors are closed

A minor penalty will be assessed to a team where a player or players enter onto the ice surface at the start of a game or period before the Zamboni doors are closed. Players will be signaled onto the ice by the GAME OFFICIALS ONLY.

NOTE: This penalty can be called by an on-ice official or the Tournament supervisor.

Coaching staff on-ice

Coaches will not be allowed on the ice during the warm-up except at the Mite level.

TOURNAMENT RULES

MAINE HOCKEY DEVELOPMENT LLC

RULES

Referee's Decision

A decision by a referee is final and not subject to protest.

Game Sheets

The supervisor will handle the game sheets. Copies of the game sheet will be provided to the coaches following each game. *As all game summaries will be posted on MAINE HOCKEY DEVELOPMENT website.*

Red Line

The red line **will not be in play for the purposes of the 2-line pass.**

Off-sides

Tag up off-sides will be allowed at all levels

Slap shots

Slap shots will be allowed at every level.

Time Out (Medal games only)

Each team will be allowed one 30 second time out per game on MEDAL GAMES ONLY.

Mercy Rule

The Mercy Rule will only apply during the third period. The clock will run non-stop if there is a difference of 6 goals or more. If the difference is reduced to a 4 goal margin, the clock will return to stop time. The clock would resume non-stop operation if the margin subsequently reaches 6 goals. The scoreboard will not show differences of more than 6 goals. Subsequent goals will be recorded on the game sheet.

NOTE: To avoid teams the incentive of running up a score a maximum difference of 6 goals to the final score (goals for and against) would apply in the determination of the finishing positions for both teams.

NOTE: No time outs will be permitted during the mercy rule.

GAME FORMAT

WARM UP

3 minutes

DURATION OF GAMES

All Divisions

One 12 -minute and two 14 minute stop time periods.

ICE RESURFACING : Ice resurfacing after each game.

NOTE: Teams must be prepared to start any Tournament game 15 minutes prior to scheduled start time.

TOURNAMENT RULES

MAINE HOCKEY DEVELOPMENT LLC

OVERTIME

Games will revert to overtime only on Championship Day. The overtime will be used, if necessary, to decide the outcome of the bronze and silver/gold medal games.

Overtime Format - Stop time

- 3 minutes; 5 players per side. 5 on 5
 - 3 minutes; 4 players per side. 4 on 4
 - 3 players per side. 3 on 3 until the winning goal is scored.
- NOTE: Players can be replaced during overtime format.

Penalties

During 5 on 5 and 4 on 4 overtimes penalties will be served in a normal fashion (5 on 4 and 4 on 3).

During 3 on 3 the following format applies:

The team receiving the power play will add one player. The penalized team will not remove a player. Upon serving the penalty, the player will return to the ice. Teams will play with additional players until a stoppage in play. Teams will remove one player each (3 on 3) at resumption of play.

Example: Penalty called while teams are playing 3 on 3: It would become a 4 on 3 Power Play.

TIE BREAKER

The order of finish will be determined by the following system:

If 2 teams are tied

1. Winner (best record for Series) of the game between the two teams
2. Most wins in round robin play
3. The team with the best goals average gains the higher position.

The goals average is to be determined in the following manner:

Take # of goals for divided by the total # of goals for and against

NOTE: All games included

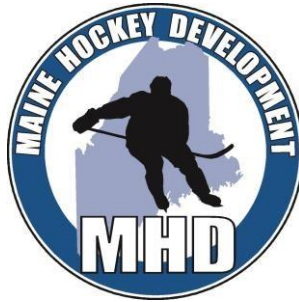
EXAMPLE: Goals For: 10 Goals Against: 4..... $\frac{10}{10 + 4} = .714$

4. Best Plus / Minus during all games in round robin play (goals for minus goals against)
5. Goals for during all games in round robin play
6. Goals against during all games in round robin play
7. Least penalties
8. Least penalty minutes

If 3 or more teams are tied

1. Most wins in round robin play
2. The team with the best goals average gains the higher position. (*See formula above*)
3. Best plus / minus during all games in round robin play. (goals for minus goals against)
4. Goals for during all games in round robin play.
5. Goals against during all games in round robin play.
6. Least penalties

MAINE HOCKEY DEVELOPMENT



PLAYER OF THE GAME AWARD

Player of the Game Awards will be handed out during all of tournament games as well as Championship days.

The protocol for the presentation of player of the game awards is as follows.

- 1) Coaches are to select a player from their own team for the player of the game award.
- 2) Coaches will be approached by an on-ice official immediately after the game who will ask for the number of the player you have selected to receive the award.
- 3) The on-ice official will relay this information to our score keeper.
- 4) Once both teams have completed the post game hand shake both teams shall line up on respective blue lines and the player of the game award winners will be announced by the scorekeeper (one player at a time). Players will skate forward toward the time keeper's box and receive their award from one of the on-ice officials.

SELECTING YOUR PLAYER OF THE GAME AWARD

Although hockey is the ultimate team sport and coaches should continue to stress this to their players and parents awarding a player of the game award is a great opportunity for coaches to bring attention to a player that displays a high level of play including the following qualities; **work ethic, attitude, team play, 2 way play, team spirit**, ect...

You do not have to select the player that scores the most goals every game. The award should go to different players as well. We cannot envision a situation where a player would receive the award multiple times. Head Coaches should consult with other staff members on the bench before providing the final selection to the on-ice official.