



TOURNAMENT SPONSORED BY:



CODE OF CONDUCT & TOURNAMENT RULES

USA Hockey playing rules will govern tournament play, except as modified herein

Thank you for participating in our tournament!

It is the intent of the Malone Minor Hockey to provide a fun and competitive tournament for all participants and spectators. Improper or abusive behavior will not be tolerated. It is the responsibility of each coach to control their team and their spectators' behavior on and off the ice, and to exemplify and embody good sportsmanship.

CODE of CONDUCT

Anytime players are in the locker rooms during the tournament, a USA Hockey certified coach/ manager must be present.

Malone Minor Hockey (MMH) will not be held responsible for any damages and will charge back the association using the facility the full amount of any and all damages. Each team is expected to leave the locker room in a clean state after each game.

Members of the Girl on Fire Tournament committee, sponsoring organizations and MMH will not be held financially responsible for any accident, or injury, incurred by any players, coaches, team officials or spectators. Organizations and teams are responsible for their own insurance.

All referee decisions and any made by the Tournament Director and/or Committee are FINAL.

The USA Hockey ZERO TOLERANCE RULE is in effect for all games.

All players, Coaches, team officials and spectators are expected to conduct themselves in a sportsmanlike manner at all times while observing or participating in tournament activities. Individuals exhibiting behavior which could be construed as unsportsmanlike could be subject to actions including banishment from tournament activities and if necessary, criminal prosecution.

General Rules applying to ALL levels

All players must be recognized by national governing bodies of the US (USA Hockey) and/or Canada (CAHA).

Only players, coaches and tournament officials, recognized by the tournament committee, will be allowed on or near the player benches, penalty boxes and official scoring table.

All teams must be ready to play at least **15 minutes** prior to their scheduled game time. In addition, please arrive at least 45 minutes prior to the start of your first game for registration and any necessary clarifications.

- There will be a **3-minute warm-up period** at the beginning of each game and one minute allowed between periods.
- Timeouts (1 Minute) will only be allowed during Championship games.
- The ice will be resurfaced after every game (exceptions for 8U games) unless the condition of the ice warrants otherwise.
- For ALL games, if a team is ahead by 6 goals at any time during a game, additional goals will not be reflected on the scoreboard. If the deficit is reduced to 5 goals, goals will then resume being reflected on the scoreboard, until/unless the deficit again becomes 6 goals or greater, etc. The official score sheet will continue to accurately record all goals.
- For the purpose of goal differential tie-breakers, the maximum credited differential will be 6 goals. This will be reflected accordingly in the Standings in the goal differential columns, for games decided by more than 6 goals. As an example, a 12-3 victory will be posted and recorded as a 9-3 victory.
- **Any player or coach ejected from a game will receive an automatic disqualification for the next scheduled game.**

Any discrepancy or error found or identified in this document will be resolved by the Tournament Committee, with assistance as needed from the President of the Malone Minor Hockey and the Referee-in-Chief for the North Section of New York State Hockey.

Note that there is no protest policy for this tournament. All decisions and rulings made by on-ice officials or off-ice tournament committee members are final.

8U Competitive Format & Rules

- Games will consist of two 16-minute running time periods.
- **Shift changes** will occur **every 2 minutes**, at the sound of the horn/whistle.
- **A new faceoff (arranged QUICKLY by the referees) will occur at the start of every 2 minute shift**, to ensure no quick changes or dangerous 8-player races to a loose puck occur.
- A faceoff will also occur after each goal.
- Games will be played 4 skaters on 4 skaters, plus a suited goalie, on **half-ice. Blue puck and small nets** will be used.
- There will be no off-sides or icing called
- When the puck is frozen by the goaltender, the referee will blow the whistle and place the puck behind the net. The attacking team will be required to back out roughly 30 feet at the referee's direction, and the defending team will take possession of the puck behind the net. **Play will resume on the referee's whistle.**
- **Penalties** will be called, however, the following stipulations will apply:
 - Play will be stopped by the referee once the team that committed the penalty gains possession of the puck and communication will be made to the official scorekeeper. Possession of the puck will be given at the spot of the penalty to the team that did not commit the penalty. The team that committed the penalty will be required to back away from the spot of the penalty roughly 20 feet, and play will resume on the referee's whistle.
- Each penalty called will result in a penalty shot at the conclusion of regulation play.
- Penalties will be counted during the game by the scorekeeper, and at the conclusion of the game, teams will alternate taking their penalty shots one at a time, at opposite ends of the playing surface. Goals scored on these penalty shots will count toward the overall score and outcome of the game.
- A "4-point system" will be used for games (note this is for 8U GAMES ONLY):
- 1 point for each of the two periods and 2 points for the winner of the game.
- Tied periods or games will result in split points. There will be no overtime played for round robin 8U games.
- Goals scored on shootout attempts (awarded for penalties) will not count toward 2nd period score (for the 1 point)
- Seedings for the championship and consolation games will be determined by total points earned in the 3 preliminary games played
- Should a tie in total points earned exist after all preliminary games are completed, the tie breaker to determine seedings will be as follows (for 8U, 10U, 12U, & 14U):
 - ☐ ☐ 1st Tiebreaker: Head-to-head preliminary game (only if tie is among two teams)
 - ☐ ☐ 2nd Tiebreaker: Highest goal differential (i.e. Goals scored – Goals Allowed)
 - ☐ ☐ 3rd Tiebreaker: Fewest goals allowed during preliminary games.
 - ☐ ☐ 4th Tiebreaker: Fewest penalties committed during preliminary games.
 - ☐ ☐ 5th Tiebreaker: Total Goals For / (Total Goals For + Total Goals Against)
 - ☐ ☐ Final Tiebreaker: Winner of a coin toss.
- Overtime rules for Consolation & Championship Games will be the same for all levels (8U, 10U, 12U)

10U & 12U Competitive Format & Rules

- 10U & 12U Games will consist of three stop-time periods of 12 minutes.
- If during the 2nd or 3rd period the score differential is 6 or more goals, the game will go to running-time. If and when the differential gets back to 5 goals or less, stop-time will resume. This is for round robin games only.
- All teams must provide a parent rep to work their penalty box for their own games.
- Minor penalties will be 1:30 minutes in length.
- For all preliminary round games, a “5-point system” will be utilized:
 - ☐ ☐ 1 point for each period won
 - ☐ ☐ 2 points for the winner of the game.
 - ☐ ☐ If a game is tied at the end of regulation play, teams will split the 2 points (1 point each)
- Cross-over and/or championship games (8U, 10U, 12U, & 14U) the following rules will apply to overtime:
 - ☐ ☐ 4 minute overtime, 4-on-4 (4 skaters, 1 goalie) & 3-on-3 for 8U (3 skaters, 1 goalie) first goal wins
 - ☐ ☐ If neither team has scored in the first overtime, 4 minute overtime, 3-on-3 (3 skaters, 1 goalie & 2-on-2 for 8U (2 skaters, 1 goalie) first goal wins
 - ☐ ☐ If neither team has scored and won the game after the two 4-minute overtimes, the teams will go into a shootout (breakaways), under the format outlined below. Shooters will shoot one at a time, in alternating ends.
 - ☐ ☐ Penalties occurring in Overtime will result in a 4-on-3 advantage. If a second penalty occurs on the short-handed team or if a team is assessed two or more penalties at once during overtime, a player will be added to create the 2-player advantage, resulting in a 5-on-3 advantage.
 - ☐ ☐ Penalties carrying over from regulation will remain in overtime as they were in regulation. i.e., a 5-on-4 situation will carry over to a 5-on-4 in overtime. A 5-on-3 situation will remain a 5-on-3 in overtime. When penalties carrying over from regulation have all expired and play is 5-on-5, the on-ice play will be reset to 4-on-4 (4 skaters, 1 goalie) after the next stoppage of play.
 - ☐ ☐ If the game is still tied after the 4-minute overtimes, a SHOOTOUT (breakaways) will occur.
 - ☐ ☐ Each coach will have identified the 3 players that will shoot for their team on the scoresheet prior to the start of the shootout.
 - ☐ ☐ If a tie still exists after each team’s three attempts, then each team will chose a single shooter and breakaways will be taken by each team, in a “sudden death” format until there is a winner.
 - ☐ ☐ Shooters **cannot** be used more than once, until every dressed player (except goalies) on the team has shot.