



Gillette Hockey Association
HALLOWEEN HAVOC 3V3 10U, 12U, 14U, GIRLS AND
HALLOWEEN HAVOC 4V4 HIGH SCHOOL
ICE HOCKEY TOURNAMENT RULES 2023

General

USA Hockey rules shall apply, except as modified by these rules. All teams, players, and coaches must be registered with USA Hockey through their State registrar. The tournament committee will review credentials prior to the first tournament game. This event is USA Hockey Sanctioned. The teams must be USA Hockey approved.

Team Credentials and Check-In

Prior to each team's first tournament game, teams must provide the following information:

1. USA Hockey roster signed by a USA Hockey registrar
2. Team contact information while attending the tournament

Before, During, and After Games

Teams are required to leave the locker rooms in excellent condition and free of trash after games are completed. All teams must follow all posted arena rules at all games. Only players, coaches, and team officials with a Safe Sport Certification are allowed in the locker rooms or on the benches or bench area. Please bring your own pucks for warm ups. All players are required to bring their own water bottles.

Do not leave players unattended in the locker rooms in between games.

4 game minimum guarantee.

All games for all divisions will be NO INTENTIONAL CONTACT.

All games will be a 25 minute running time period, with a 3 minute warmup. Games will be played 1/3-ice on a full-ice sheet, with a barrier in between.

*High school will be the same time, but on full ice at the Rockpile (smaller rink).

Face-offs will occur only at the beginning of each game and play does not stop for a puck hitting the netting, no freezing the pucks, ceiling, speakers, etc...
Play it.

When play is stopped due to the goalie controlling the puck, a whistle will signal the attacking players to vacate to center ice together. Once an attacker has exited the to center ice, the player may re-enter to resume play immediately. Attacking prematurely may result in a penalty for the offending team. When a goal is scored all players must tag up, and all be at center ice together before attacking.

Penalties will result in a penalty shot with all other players chasing the shooter, and the puck continuing to be live after the penalty shot. All players must line up behind the shooter on one knee, when the ref blows the whistle all players can leave. The penalty shooter cannot be interfered with until he shoots the puck. If there is interference on the shooter, it will result in another penalty shot.

Minor Penalties: Tripping, interference, hooking, holding, slashing, carrying the puck to your door at the end of a shift, and too many men... ONE SHOT

Major Penalties: Checking, boarding, roughing, spearing, high sticking, elbowing, cross- checking, etc... TWO SHOTS. When a major penalty is called, the offending player must leave the ice for the shots, the remainder of shift, and the next shift. The first shot is no chase.

Match Penalties: Kicking, head contact, fighting or throwing a punch, and intent to injure.

When a player receives 4 minor penalties, 2 major penalties, or throws a punch - they are ejected for the remainder of that game. A referee, at his discretion, may eject a player from any game for misconduct or intent to injure. The referee will report any ejections that warrant a further suspension.

Players and Coaches- there is a zero tolerance policy on verbal or physical abuse to our referees. Directors and the official will consider possible expulsion from tournament possible case by case.

All players ejected from a game for a match penalty, misconduct or intent to injure are indefinitely suspended from the tournament. Anyone throwing a punch or making a play deemed with intent to injure, are suspended for a minimum of one game.

Teams: Only registered players on team rosters may play. An injured player may be replaced after the game in which the injury occurred on the roster. The injured player may not play in tournament for any team after he is replaced on the roster.

A 10U, 12U, 14U, or Girls team shall be composed of a minimum of 4 and a maximum of 7 skaters and one (1) goalie that dress per game...up to 2 more may be on the roster to take the place of an injured player.

*High school teams shall be composed of a minimum of 6 and a maximum of 8 skaters and (1) goalie.

Roster substitutions must be submitted and approved before next game starts following the injury. Substitutions may only be made if your roster is less than 6 players and a goalie. Submission must include the substitute player's(s') name, birth date, USA hockey number and division. The substituted player must have been registered before the tournament roster deadline.

10U, 12U, 14U, and Girls - Player shifts will be every two minutes. A buzzer will run to signal the end of each shift. Bench doors **MUST** remain closed until the sound of the buzzer. **High School will shift on the fly.**

Substitution outside of the 2 minute line change will only be allowed for an injury. The injured player will have to be cleared by the tournament's designated medical person before they can reenter the game.

In case of a serious injury on the ice...the time will stop...play on all ice will stop until all involved are off the ice.

Once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players may enter onto the ice surface immediately. **Teams can NOT skate the puck to their door.** They may dump it to a corner or center ice.

In the case of a shortened bench due to injury or ejection(s), at the sound of the buzzer, all players must make contact with the bench boards; the double-shifted player(s) may then rejoin the action after having touched the bench boards.

Failure to immediately relinquish control of the puck at the sound of the buzzer or new players entering the ice surface prematurely may result in a penalty (see Minor Penalties) for the offending team.

If the buzzer is to sound during the course of a penalty breakaway situation, the clock will be held and the players will be allowed to finish the exercise but must vacate the ice at the sound of the buzzer.

Coaches/Managers: There must be a coach on the bench for all games. No friends or players not dressed for the game are allowed on the bench. Injured players may be allowed to sit on the bench, only if they wear a helmet.

Up to two coaches can be on the benches. Coaches must be USA Hockey certified, and on an approved roster.

Coaches are required to make every effort to ensure EQUAL ICE TIME for all game participants, and there is to be no shortening of the bench.

Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for a minimum 1 game and subject to further review for possible expulsion from the tournament. **INAPPROPRIATE BEHAVIOR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED.**

Coaches must sign the score sheet after the game on the agreed upon score. We will keep the actual score on scoreboards.

Tiebreakers will be a 5 shot shoot out. If tied after 5 attempts, we will go to sudden death. Teams cannot repeat shooters until all the skaters have shot.

For seeded games in bracket play, the top seeded team is designated the home team.

Refunds

If the tournament is cancelled either by the local government, ice rink officials, or any other reason, full refunds - minus processing fees- will be provided to each team.

Pool Play Scoring:

3 points will be awarded for a shutout

2 points will be awarded for a regulation win

1 point will be awarded for a loss in a shootout

0 points will be awarded for a loss without a shootout

Tie-Breaker Rules

For the purpose of seeding teams for bracket play, if two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaker rules:

- 1. Head-to-Head winner**
- 2. Goal differential (Max of 5 goal differential per game)**
- 2. Fewest Goals allowed (Max of 5 goal differential per game)**
- 3. Full Ice shot from your goal to the opposite goal.
Alternating shooters, up to 3 shots per team.**

***In a shoot out situation, a coin toss will determine who goes first.**

For questions or concerns, please contact:

Emily Driskill

307-680-4790

GHA Tournament Director

