

TOURNAMENT RULES 2024

MAINE HOCKEY DEVELOPMENT LLC

RULES

The Anctil Memorial Showcase rules are based on **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 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 action 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.

Sportsmanship

Fighting, abusive behavior, or any unsportsmanlike conduct by players, team officials, or spectators will NOT BE TOLERATED, whether on or off the ice, and will be considered grounds for removal from the arena. The USA HOCKEY ZERO TOLERANCE POLICY will be in effect. The referees shall have the option of ending any game should they feel that the players or game officials are in danger. In such cases, the tournament directors and the on-ice officials will determine the outcome of the game.

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.

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.

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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. *All game final scores will be posted on MAINE HOCKEY DEVELOPMENT website.*

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 13 minute stop time periods.

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

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OVERTIME

Games will revert to overtime only for Medal Games on Championship Day.

Overtime Format - Stop time

- 3 minutes; 5 players + goalie per side. 5 on 5
- 3 minutes; 4 players + goalie per side. 4 on 4
- 3 players per side + goalie. 3 on 3 will be played until the winning goal is scored..

Penalties during overtime

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 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:

Total # 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. Least Goals against during all games in round robin play.
6. Least penalties

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CHAMPIONSHIP FORMAT

4 TEAM DIVISIONS:

- 1) Each team plays 3 round robin games**
- 2) 1st and 2nd place play for Gold/Silver**
- 3) 3rd and 4th play for Bronze.**

5 TEAM DIVISIONS:

- 1) Each team plays 4 round robin games**
- 2) 1st and 2nd place play for Gold/Silver**
- 3) 4th and 5th play on championship day with winner advancing to play 3rd for Bronze.**

6 TEAM DIVISION:

- 1) Each team plays 4 round robin games**
- 2) 1st and 2nd place play for Gold/Silver**
- 3) 3rd and 4th play for Bronze**
- 4) 5th and 6th play consolation game**

PLAYER OF THE GAME AWARD

Player of the Game Awards will be handed out in all 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.