

LAKEVILLE HOCKEY ASSOCIATION

2024 Panther Classic

Rules and Regulations

- ❖ All games will be played according to USA Hockey Rules as modified by Minnesota Hockey, as well as Metro Hockey league rules.
- ❖ Twenty players may be rostered and dressed by each team for each game. No more than four coaches with appropriate USA Hockey certification will be allowed in the players' box while games are in progress. A game roster must be furnished to the scorekeeper twenty (30) minutes prior to game time.
NOTE: Absolutely NO FIGHTING will be tolerated during games in this tournament. Referees are instructed to eject from a game any player who drops his stick or gloves or otherwise engages in fighting – regardless of provocation. Flagrant fighting, or deliberate action to injure, determined at the sole discretion of the referee in charge may result in disqualification of the offending player from the tournament.
- ❖ USA Hockey facemask and mouth guard rules apply. Canadian teams must wear protective equipment as designed by CAHA.
- ❖ Any spearing, butt ending or intent to injure will be a five (5) minute Major and tournament disqualification (at the discretion of the referee).
- ❖ Any abusive language or conduct toward game officials by players, coaches or managers will result in a minor penalty plus a game misconduct. If occurring after the game, player, coach or managers will be out the entire next game.
- ❖ "Properly" certified team roster must be submitted to credential personnel and approved at the registration check-in. Roster, once submitted is final. No player may play on more than one team in the tournament regardless of registration, this includes a spare goaltender.
- ❖ No team will be permitted to compete without PROOF OF INSURANCE. LHA, and officials, the arena operators, and all personnel connected with the tournament shall not be held liable for injuries sustained during the tournament.
- ❖ All decisions of the referees are final. NO PROTESTS ARE ALLOWED.
- ❖ USA Hockey registered referees are scheduled to officiate according to MN Hockey/Metro Hockey League rules.
- ❖ Certified Medical Attendants will be in attendance at each game.
- ❖ All teams must play in the division in which the team is registered.
- ❖ All coaches must present up to date coaching certification cards at the proper level they are coaching.
- ❖ Please note that Minnesota Hockey ages are based on a June 1 through May 31 year, which is different than USA Hockey, which goes by the year (January 1 through December 31). The age difference could result in a six-month age difference between teams of Minnesota and other states and Canada.

If your team has emailed your USA Hockey roster to the tournament director prior, there is no need for a registration check in. If your team has not provided a roster or if you need to provide additional information, please have this done 60 minutes prior to your first game. **Birth Certificates (MN teams not required), Certified USA Hockey Roster, any Player Waivers and Coaches Certification cards are required.**

Note: Zero Tolerance policy enforced for spectators as well as players and coaches.

RELEASE OF LIABILITY:

The tournament, its' officials, arena facilities, and all personnel connected with the tournament shall not be held liable or responsible for any injuries, losses, or damages that may be suffered by a player, coach, manager, or spectator during the tournament. Participation in the tournament will constitute acceptance of these terms.

ATTENTION Managers/Coaches:

The ice time available for each game is one hour and fifteen minutes (75 minutes). With this much ice time allotted, these guidelines will be followed so as to keep the games on schedule.

1. General Information
 - a. All players and team officials must sign in at the check-in area and be prepared to play 30 minutes prior to game time. GameSheet will be used for scoring, therefore no scorebook labels will be needed.
 - b. Only certified coaches are allowed on the bench, no more than 4 coaches will be allowed in the players box.
 - c. All players on the bench, including players not dressed to play in the game, must wear a helmet, facemask & team jersey
2. Uniform Colors: The HOME team will wear white jerseys.
 - a. The Home team will be whichever team is on top of the bracket for a given matchup.
3. Warm-ups:
 - a. Be ready to go on the ice at your designated times.
 - b. Only four minutes will be allowed for the warm-up.
 - c. No pucks will be allowed on the ice after the warm-up or between periods, with the exception of an injury to a goaltender, or if the team uses its timeout to warm-up a replacement goaltender.
4. Ice Resurfacing: The ice will be resurfaced prior to each game.
5. Length of Periods:

- a. Fourteen (14) minute stop time play.
 - b. In order to keep games on time timeouts will only be allowed in final games on Sunday. No Timeouts in first three rounds of bracket play.
 - c. Overtimes – see below.
 - d. The Tournament Director has the discretion to put any game into running time at any point. Since every game will be played to win or loss, running time may be enforced to keep the tournament schedule on time.
6. Penalties:
- a. Minor 1:30 minutes
 - b. Major 5:00 minutes
 - c. Misconduct 10:00 minutes
 - d. Fighting Player out for the remainder of the game and all of the next game, plus five (5) minutes major.
7. Rest Periods:
- a. One minute between periods
 - b. One minute before overtime

OVERTIMES:

If at the end of regulation play, the score is tied, the following steps will be taken to determine a winner:

1. There shall be a one-minute rest period before the beginning of the overtime.
2. The overtime period shall last four minutes of running time. The OT period will be played with three skaters per team (3 skaters and a goalie). The first team to score in the overtime period shall be declared the winner.
3. If the teams are still tied after the four-minute overtime period, a shoot-out will determine the winner. The shoot-out shall consist of three players from each team. Teams will switch ends and the VISITING team shoots first. Best out of three wins.
4. If still tied, the shoot-out will go to a “sudden death” format, with each team having an equal number of chances. Each team will select one shooter, the shooters for both teams will be given the opportunity to shoot. As soon as one team scores and the other team does not, the game is over. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used. The sudden death shootout will continue until a winner is determined.

EXCESSIVE LEAD RULE:

Should, in any game, total goal separation between teams become **Five (5) goals** or greater after one period of play, running time will commence. If the goal differential becomes less than 5 goals, then stop time shall begin again. The clock will be stopped in the event of an injury or rink problems at the referee’s discretion.

Your help in following these guidelines will be appreciated!

TOURNAMENT FORMAT

The Lakeville Tournaments typically use a round robin pool play style tournament format. However, the 2024 Panther classic will be a bracket style tournament throughout. We expanded this tournament for 2024 to 16 teams. Because of the ice time allotted for the tournament, and to ensure each team gets 4 games, the Panther Classic will be a large expanded bracket allowing 4 games for each team. Closer to the start of the tournament the bracket will be released showing all 16 teams. The bracket will be available on the LHA website.

All games will be 14:00 minute stop time periods with run time being applied after the first period if there is a goal differential of 5 or more (all games). If the goal differential becomes less than 5 goals, then stop time shall begin again. The clock will be stopped in the event of an injury or rink problems at the referee’s discretion. The Tournament Director shall have the discretion to go to running time at any time after considering such factors as importance of the game, goal differential, time remaining for games later in the day, etc.

All games will be played to win or loss. If at the end of regulation play, the score is tied, the following steps will be taken to determine a winner:

1. There shall be a one-minute rest period before the beginning of the overtime.
2. The overtime period shall last four minutes of running time. The OT period will be played with three skaters per team (3 skaters and a goalie). The first team to score in the overtime period shall be declared the winner.

3. If the teams are still tied after the four-minute overtime period, a shoot-out will determine the winner. The shoot-out shall consist of three players from each team with the VISITING team shooting first. Best out of three wins.
4. If still tied, the shoot-out will go to a "sudden death" format, with each team having an equal number of chances. Each team will select one shooter, the shooters for both teams will be given the opportunity to shoot. As soon as one team scores and the other team does not, the game is over. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used. The sudden death shootout will continue until a winner is determined.

For all games the ice will be resurfaced once before each game. The Tournament Director shall have the discretion to modify the resurface schedule as time and/or conditions warrant. One Time out will be allowed per team per game. Time outs will be one minute in duration.