

HOLY NAME HOCKEY ICEBREAKER TOURNAMENT INFORMATION AND RULES

Coaches and Team Reps,

Welcome to the Holy Name Icebreaker Tournament. We are pleased to outline some general information and playing rules on the following pages. **PLEASE READ** the following information and familiarize yourself with our playing rules, tiebreaker procedures, and other special rules in the tournament, **especially our zero-tolerance policies**. **YOU** are responsible for understanding and making sure that your team and parents comply with the rules, so it does not penalize your team.

GENERAL INFORMATION

1.TOURNAMENT TABLE: All teams must have a Head Coach or Team Rep sign-in prior to each game. 60 minutes prior to the first game for each team the head coach or team rep must check in at the tournament table to confirm the roster through the score sheets. Coaches and / or Team Rep must leave their cell phone number in the event a Tournament Committee member needs to advise them of events that may arise. It is the Head Coach or Team Rep's responsibility to notify his / her team of changes that occur at the tournament. **NOTE: ONLY PLAYERS APPEARING ON YOUR TOURNAMENT/USA HOCKEY ROSTER MAY PLAY IN TOURNAMENT GAMES. SEE THE PLAYING RULES FOR ELIBILITY.**

2.LOCKER ROOMS: (Olympia Only) The Team Rep or Coach listed on your roster will be provided with a locker room key and locker room assignments at the Tournament table. Car keys are required to secure a locker room key, and **ONLY** those individuals listed above can obtain one. Outlying rinks will have locker room assignments listed upon entering the rink. Locker rooms must be vacated within 20 minutes of your completed game, room clean, and the door locked upon exit. Car keys will be returned only after your locker room is inspected by a tournament or rink official for cleanliness, empty of all players, and key to the room is returned. Damages will be assessed and the responsibility to any team for defacing or damaging the locker room or locker room area, showers, or bathrooms.

3.GAME SHEETS: Game sheets will be at the tournament table at each rink prior to the start of each game. Each coach or team manager is responsible for filling out the roster with the registered players. You must list coaches, along with CEP number, and indicate "HC" next to the head coach's name. Please print, and sign the form prior to handing it back in. All game sheets must be filled out at the tournament table. Teams failing to complete or sign the game sheet, therefore causing a delay of game will be assessed a delay of game penalty at the start of the first period.

4. JERSEY COLORS: The **HOME TEAM** will wear their **DARK** color jerseys and **AWAY TEAM** will wear their **LIGHT** color jerseys.

- **CONFLICT OF JERSEY COLORS:** In the event of two teams having the same color or very similar color shirts, the Home team has the option of wearing their home or away jerseys.

5. START TIME/GAME LENGTH: All attempts will be made to start games on time. All round robin games must be completed within 60 minutes of the start of warm-ups. Due to mercy rules and other factors, teams **MUST BE READY TO PLAY 30 MINUTES BEFORE** the scheduled start time. Delays in the first face-off shall be subtracted from the time of the first period, and a delay of game penalty may be assessed to the team causing the delay at the discretion of the tournament official assigned to the game. Round Robin Games will be played in three (3), 12-minute period lengths. “Mercy” rules will apply as outlined in the Playing Rules section.

6. TIME OUTS: **NO** time outs are allowed during the round robin portion of the tournament. Each team will be allowed **ONE time out (60 Seconds) in the Championship Game** only, which can be taken at any time during the game.

7. PENALTY BOX ATTENDANTS: If you desire to have penalty box attendants, then an **ADULT** volunteer recommended by the head coach will be allowed to enter the penalty box area for the sole purpose of opening and closing the penalty box door. These volunteers must refrain from coaching or making comments to the referees, or the referee will remove the individual from the box, and a bench minor penalty will be assessed to the volunteer’s team. Volunteers assume all risk of injury or any slips or falls on the ice, and the Tournament will expressly not be liable for any injury.

TOURNAMENT PLAYING RULES

1. All games will be played under **USA HOCKEY** rules, except where amended by these Tournament Playing Rules. Referees have been assigned by the scheduler from the Mass Hockey District 6 referees, and have been approved by the District 6 referee in chief. All referees are USA Hockey certified. **Nets will use pegs at 10U and up.**

- **Please note that the tournament committee will not tolerate abuse of timekeepers, officials, and the referees on the ice will have the discretion to call bench penalties for any abuse of officials by fans, parents, or team officials. Abuse penalties called at the end of a game will carry over to the start of your next tournament game. All team officials, players, parents, and fans must follow the “ZERO TOLERANCE” rule listed in the current USA Hockey Rulebook.**

2. TEAM AND PLAYER QUALIFICATION: A team is qualified to play in a tournament game if (a) the team and all players have been registered before the first game and the team is USA Hockey registered; (b) the tournament registration fee has been paid in full in advance, (c) any suspended coaches or players are not allowed in the locker room, on the bench, or otherwise involved in the game; (d) players on the roster and game sheet are eligible to play. The score of any game where an ineligible player is utilized shall be reversed if the penalized team has won the game; (e) Age criteria for each bracket will follow USA Hockey brackets. Every player must compete in a minimum of 2 Round Robin Games to be eligible to compete in a Championship game.

3. MAXIMUM NUMBER OF PLAYERS: A team may register a maximum of 20 players for the tournament including goaltenders and may register a maximum of four (4) team officials. No additional players may be registered once the team roster has been given to the Tournament Director prior to the first game.

4. GAME SCHEDULES AND TIMING: Tourney Machine will reflect all games; approximate starting times and standings at each rink. Please note that every attempt will be made to adhere to the schedule, however the Tournament Director may have to make changes once the tournament begins. Accordingly, team managers and coaches are responsible to **CONFIRM** each game time with the tournament table prior to leaving the arena between games.

- a. Games will commence with a **two (2) minute warm-up**, which shall begin as soon as the Zamboni doors close. The timekeeper will determine the warm-up by sounding the buzzer at its conclusion. **Teams not ready will FORFEIT warm up time.** Teams are not allowed on the ice until doors to Zamboni have been closed.

b. Teams must be ready to play **30 minutes** before the start of the scheduled game due to mercy rules and other factors. This means in the locker room, skates laced, Holy Name ICEBREAKER Tournament General Information and Tournament Playing Rules and ready to take the ice in all respects. Any delays at any time will be subtracted from the time of the first period and a delay of game penalty may be assessed to the team causing the delay.

c. There will be **30 seconds between periods** and the timekeeper will put this on the clock. In the event of a penalty, the timekeeper will sound the horn after 30 seconds.

5. GAME LENGTHS/PENALTIES: All games will be played with 3, 12-minute periods. There will be no overtime for round robin games. No time outs are allowed in round robin games, but one is allowed in the championship game (60 seconds) at any time.

a. Infraction/Penalty Time Served

b. Minor: 1:30 minutes

c. Major: 4 minutes

d. Misconduct: 8 minutes

e. Game Misconduct: Balance of that game plus next game

f. Penalty calls may NOT be appealed. Game officials are designated as referees, timekeepers, and tournament officials.

6. CHAMPIONSHIP GAMES ONLY:

Overtime will be played to sudden death as follows: 4 vs. 4 for 2 minutes, then 3 vs. 3 for 2 minutes, then 2 vs. 2 for 2 minutes, then 1 vs. 1 for 2 minutes. If needed to declare a winner, a shootout will take place if the game is still tied after the 1 vs. 1.

Penalties during overtime will be enforced, and a short-handed situation will occur. Teams will not go below 1 player at any time. The 1 vs. 1 must be maintained unless a penalty occurs whereby the penalty will be enforced, and the non-offending team will add an additional player to the ice to create a 2 vs. 1 situation. Standard rules will apply for the penalty, and the player will re-enter the ice when time on penalty has expired.

When the next stoppage in play occurs (provided no other penalties have been called) the 1 vs. 1 play will continue.

Rules for the shootout are as follows: Each team will be given three (3) chances. The team who scores the most goals in the three chances is declared the winner. If the shootout is tied after

three chances, an alternating shootout will ensue, whereby each team is given one shot until a winner is determined.

Example in the event of a tie after the first 3 shooters: Team A shoots, then team B. If team A shoots and scores, then team B will have one opportunity to score. If team B fails, the game is over, and team A is the winner. If Team B scores, then the round will repeat.

Note: After the first 3 players shoot, ALL players on bench must shoot before the first player can shoot again. Players that are penalized in the overtime and still serving a penalty are not allowed to participate in the shootout.

7. MERCY RULES: A “mercy rule” shall apply as follows: If five **(5) goals** separate the teams at the end of the second period or at any time during the third period, running time shall commence and shall revert to stop time if the difference becomes less than 5 goals. **Penalties will be running time during mercy rules.** When penalty is assessed, clock will be stopped to post time and restarted upon the drop of the puck.

8. SCORING AND RATING TEAMS/ TIEBREAKERS: All wins shall count for three (3) points, ties for one (1) point, and a loss for zero (0) points. Teams ranking the highest will play in the championship game(s). If teams are tied for the ranked position, the following tiebreaker formula shall apply:

- a. Head to Head (If multiple teams tie head-to-head – default to b.)
- b. Goal Differential
- c. Least Goals Against
- e. Most Goals For
- f. Least Penalty Minutes
- g. Coin Flip

9.GOAL DIFFERENTIAL - Games will be scored with a max goal differential of 7. (If your team wins 12-1, it will be recorded as 8-1)

10. EJECTIONS AND SUSPENSIONS: Apart from normal rules and penalties, referees may eject a player or team official from the game for the penalties listed below. Suspensions will be assessed by the Tournament Director according to the following criteria:

PENALTY EJECTION/SUSPENSION

- Major Game Misconduct - Balance of that game plus next game

- Fighting Balance of tournament (**Fighting will not be tolerated**)
- Intent to Injure - Balance of that game and ALL remaining games
- Abuse of Official - Balance of that game and ALL remaining games

NOTE: TEAM OFFICIALS and HEAD COACHES must keep control of their team and fans.

11. FORFEIT: If a team must forfeit a game for any reason, the final score will be recorded as 7-0.

12. HANDSHAKES will be at the conclusion of all games, but referees may decide to have teams refrain, if they feel necessary.

Mite Rules:

- **Have fun.**
- **Intermediate sized nets** will be used (no pegs).
- **Blue pucks** will be used.
- 1 USA Hockey referee per game.
- Teams will play **half ice** with hard dividers.
- Teams will play **4 vs. 4 with a goalie**, a total of 5 players (4 skaters / 1 goalie) per team on the ice at a time, a team is allowed to “pull” their goalie for an extra attacker.
- **2-minute warm-up.**
- **2 - 26-minute running time periods**
- The **horn** will sound approximately **every 2 minutes** for line changes.
- **1 minute** between periods.
- Teams will **NOT** change sides/ends to start new period.
- Faceoffs will **ONLY** take place to start each period.
- At the end of each 2-minute shift the referee will throw a new puck to a neutral location away from any players and retrieve the puck from the last shift.
 - The goal is to keep the pace of play moving quickly and minimize down time.
- After a **goal** is scored **the referee will blow their whistle and point to the net to clearly indicate a goal.** The referee will then take the puck out of the net and place it behind the net for the game to continue play. The referee will instruct the team who just scored to back up to the halfway point of the rink, so the defending team can start forward progression. After the progressing team is past the top of the crease (5-6 feet past the goal line) the other team can start to skate towards the puck carrier.
- After a **save** is made and the goalie covers the puck from a save, **the referee will blow their whistle and make a wash out signal to clearly indicate no goal.** The puck will start from behind the net and follow the same start-up procedure as above.
- **No checking.**
- **No slapshots.**
- **No timeouts.**
- **Penalties** will be called on a **blatant infraction that effects the play / change of possession.** If a penalty is called, it is for **learning purposes only, and no player will sit out*** (no team plays shorthanded).
 - Possession of the puck will be awarded to the impacted team from where the infraction occurred with the offending team giving the player 10 feet of space to start play. Play will resume on the referee’s command.

- * If the referee feels that a penalty is egregious or multiple penalties are given to the same player, they have the right to have that player sit on the bench for the remainder of that shift(s) and have another player take their place.
- **Scorekeeping** - Coaches from each team are to keep score collectively on the scoreboard (located on each bench) and confirm the final score with the scorekeeper immediately following the game, so it can be noted on the scoresheet. Goals and assists will not be recorded.
- **Games will be scored with a max goal differential of 7.** (If your team wins 12-1, it will be recorded as 8-1)
 - **Please keep sportsmanship in the forefront of your mind during your games.**
- Referees should have extra blue pucks available to keep pace of play moving if a puck goes over the boards and for the start of each shift.
- The referee can stop the game to restore order at any time (the clock will keep running), to call a bench penalty and / or game misconduct penalty on a coach, or to eject a spectator.
 - **USA Hockey zero tolerance policy.**
- Tiebreaker will follow the same rules as the entire Icebreaker Tournament.
- Champion games will follow the same rules as the older ages, if tied after the 2nd half.
 - Sudden death OT - 4 vs. 4 for 2 minutes, 3 vs. 3 for 2 minutes, 2 vs. 2 for minutes, 1 vs. 1 for 2 minutes, followed by a three (3) round shootout.
- Handshakes will be at the conclusion of all games.