

15U Jr. Sabres Invitational

General Rules

Playing Rules: USAH requires that our tournament be registered and that all participating players, coaches, officials and teams be USA Hockey/Hockey Canada/IIHF registered. USA Hockey rules and penalties shall be enforced for all games.

- Every team is mandated to provide an approved USA Hockey roster for all USA Hockey teams, or an approved Hockey Canada roster from their governing body for all Canadian teams. This is due prior to the team's participation in the tournament. Only players and staff members listed and approved on this official roster can participate, be on the bench and in the locker room area. No exceptions.
- In addition to USA Hockey rules, New York District rules must also be followed. Reference - Any player who receives a major penalty for fighting, or a game misconduct of any kind in a game, will automatically be suspended from the remainder of that game and his/her next game. USA Hockey Official Playing Rules will govern the assessment of penalties, which may necessitate additional suspensions assessed based on USAH rules for multiple fighting penalties for a player during the same season as well as a progressive penalty suspension. All major penalties must be reported back to the local governing body for the teams.

Length of game/Game Format:

- All teams are guaranteed 5 games.
- A three-minute warm-up will be given to each game.
- Period Lengths 16-16-16.
 - o Ice cut after the 2nd period

Regulations:

- Teams must be prepared to play Friday morning.
- Tournament rules require players only to be allowed to play in the birth year of the tournament they are playing in or older, not younger.
- Eligible Players- Only players whose names appear on the first game sheet are eligible to play. Players may play for only one team registered in the tournament.
- To be eligible for the Semi-Finals or Finals you must play in at least one pool play game.
- **Team Representative Pre-Game Registration Process:** A coach is required to check-in at the tournament office one hour prior to each game to sign the game sheet. Players are NOT required to sign the score sheet, but must complete HarborCenter Waiver.
- A tournament official will bring the score sheet to the scorekeeper prior to the start of each game.
- Following the completion of each game, a tournament official will hand each coach a copy of the score sheet, after the referees have reviewed and signed the sheet.

- Home teams will wear WHITE jerseys and visiting team will wear DARK jerseys. In the event the previous game finishes early, teams playing the next game will be expected to take the ice 15 minutes early. Failure to comply could result in a minor penalty for delay of game
- All teams should arrive at HarborCenter one hour prior to their scheduled game time.
- All players must wear numbered uniforms in the proper team colors

Rules:

- This tournament is sanctioned by USA Hockey. The following USA Hockey rules may differ or may not be recognized by teams from Canada or IIHF teams.
- All USAH players Pee Wee through Midget age classifications must wear a colored (non-clear) internal mouthpiece. Teams will be issued a warning for their first violation. A misconduct penalty shall be assessed to any player, including goalkeeper, for a subsequent violation during that game. http://www.nyregistrar.com/images/USAH-HC_Rules_Agreement2014.pdf
- All Hockey Canada players must follow equipment rules that are recognized by their governing body. Hockey Canada requires a BNQ certified throat protector neck guard for all youth classifications. **Hockey Canada rules do not mandate wearing a mouthpiece at age classifications where a full-face mask is required.**
- **Post-Game Handshakes-** Teams will line up at center ice after the game for the handshake.
- **Timeouts:** One 30-second timeout per team is permitted during all tournament games.
- Fast and Fair Face-Off/Line Change will be in effect. Five seconds for visiting team to change, eight seconds for the home team to change and five seconds till puck drops.
- Any player who receives a major penalty for fighting, or a game misconduct of any kind in a game, will automatically be suspended from the remainder of that game and his/her next game. USA Hockey Official Playing Rules will govern the assessment of penalties.
- At the conclusion of each game, the coach of each team will be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game.
- Any player receiving five or more penalties in one game must sit the following game.
- If a team receives 15 or more penalties in one game, the head coach must sit the following game.
- All USA Hockey and Hockey Canada teams in the 12U age classification will play under the Body Contact (non-check) rules.
- Anyone receiving a game misconduct MUST sit the next game.
- Anyone receiving a MATCH penalty is disqualified from further play pending a hearing
- Any player who receives two 10-minute misconduct penalties in the same game will be ejected for the remainder of that game and will sit the next game. The second 10-minute misconduct is made a game misconduct.

- **Mercy Rule-** If a team has a six (6) goal spread or more anytime during the third period a running clock will start. If the score returns to a five (5) goal differential, stop-time will resume.
- The score clock operator will only show a 9 goal differential and add a goal to each side until the differential drops to 4 goals or less. A maximum of 9 goals will be shown on the scoreboard in these situations.
- The Tournament Director reserves the right to take the necessary measures to ensure a safe tournament for the participants, including the modification of any rules which is deemed to be in the tournament's best interest.
- In case of unforeseen delays, the tournament leadership has the right to alter the period length to keep the tournament on schedule. In these instances, games could be subject to curfew or prematurely ended to prevent further delays. Examples of this scenario would be an occurrence of a major injury, ice surface, or safety related issues.

Players, Coaches, Team Personal, Parents Conduct Policy:

- Coaches, Parents and Team Personnel. Coaches, parents and other team or association personnel may be suspended or expelled from participation in the HarborCenter Tournaments, including all games and removal from the rink premises, for conduct deemed by the Tournament Director to be detrimental to the best interests of youth hockey. Such conduct shall include, but not be limited to, the following:
 - a. fighting or inciting others to fight;
 - b. obscene language, conduct or behavior;
 - c. language, conduct or behavior intended to intimidate others;
 - d. refusal and/or failure to immediately heed a directive from a referee, from authorized rink personnel, or from the Tournament Director.
- Players- Any player who receives a major penalty for fighting, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and his next game. USA Hockey Official Playing Rules shall govern the assessment of penalties. At the conclusion of each game, the coach of each team, as well as the Tournament Director shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game.

Officials/Off-Ice Officials:

- All tournament officials will be current members that are in good standing with USA Hockey and are deemed qualified to officiate at the level he/she is assigned.
- A **ZERO** tolerance policy for verbal abuse is in effect and will be enforced for all **team officials, players and spectators**.
- The tournament has NO authority or ability to overturn or change any on-ice call made by the on-ice officials, or make changes to a game sheet, once signed by the officials.
- The tournament will provide scorekeepers and proper off ice officials.

All teams will be guaranteed four games during the tournament. After round robin competition is complete, top seeds will advance into semi-final play with the winners advancing to the championship. Lower seeded teams will be paired and reseeded to play consolation games. Consolation games and times are subject to change per the Tournament Director to allow for furthest teams traveling and match ups.

Point System/Overtime/Tie-Breakers:

- Win = 2pts.
- Tie = 1pts.
- Loss = 0pts.

Forfeit:

- Offending teams will be assessed a 1-0 loss. All games played by a disqualified team will be forfeited. No monies will be refunded.

Overtime in Consolation Game:

- Should a consolation game end in a tie after regulation time has expired, a five-minute sudden death, 3-on-3 overtime period will be played after a 30 second timed break, teams will switch ends and play the long change for the entirety of the overtime. If the game is still tied after this period it will end in a tie.

Overtime in Semi-Finals/Finals:

- Should a semi-final/final game end in a tie after regulation time has expired, a five-minute sudden death, 4-on-4 overtime period will be played after a 30 second timed break, teams will switch ends and play the long change for the entirety of the overtimes. If the game is still tied at the end of this period a, five-minute sudden death, 3-on-3 overtime period will be played. A 30 second timed break will occur after each overtime period. Any unexpired penalties will remain in force. If a team takes a penalty during the overtime period, teams will play 4-on-3 - **teams cannot play with less than three skaters.**

Shoot-Out Procedure:

- If a winner still has not been decided, a best-of-three player shoot-out will take place.
- The home team has the option of shooting first or defending first. If team A's first two players score, while none of Team B's players score, the shootout is over and Team A wins the shootout.
- If still tied after the best-of-three players, the shoot-out will become sudden death and the coach will select a different shooter. The first three shooters are ineligible until all other bench players have attempted a shot, if necessary. Each team has an equal number of chances to shoot before a winner declared.
- If a goalkeeper attempts to stop the shot by throwing his/her stick or any object, or by dislodging the net for any reason, the Referee shall make one of the following determinations:
 - A. Award a goal if the referee deems the player would have scored into the area normally occupied by the net had it not been dislodged;
 - B. Allow the shot to be re-taken if the player does not score or it could not be determined if the puck would have entered the area normally occupied by the net; or
 - C. If the net becomes dislodged after the puck has crossed the goal line thus ending the shot, the above determinations do not apply, the shot is complete

Notes:

- Players who are currently serving a penalty are ineligible to participate in the shootout and shall remain in the penalty box during the shootout.
- All players not actively participating in the shootout must remain on their bench.
- Goalkeepers may be substituted, but no warm-up time is allowed.
- On Ice officials will keep track of players shot.
- Score will also keep track of all players shot.
- All rules governing a penalty shot (rule 406) shall be in effect.

If two or more teams are tied at the conclusion of round robin play:

If two or more teams are tied in points, within their division after the round robin, the following tiebreaker format shall be used:

- Most Points
- Most Wins
- Higher goals quotient average, using formula $GF/(GF+GA)$
- Fewest Penalty Minutes
- Team to score fastest first goal in first game
- Coin flip

Additional Information:

Parking:

- **Team Buses will be able to park in surface lots located between Perry/South Park-Mississippi/Baltimore unless otherwise directed by the Tournament staff**
- **Coaches, Parents and Spectator Parking- will park in the ramp at HarborCenter.**

Players Entering the Facility-

- **Players being dropped off from the team bus will enter at the Washington Street entrance.**

Other:

- **Game Pucks ONLY will be in a freezer in the score box for each game.**