



# ICE OF MARCH RULES & REGULATIONS

## REGISTRATION



1. All teams must be registered with U.S.A. Hockey or the Canadian Hockey Association. Team rosters cannot exceed 20 players (18 skaters and 2 goalies).
2. Only team players and up to four (4) team officials are permitted on the bench.
3. There is a minimum four game guarantee.
4. Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting other teams in terms of playoff status may be reviewed by the tournament director in order to determine which teams advance beyond preliminary round play. Also, use of ineligible players will disqualify team from remaining tournament play. All games played by the disqualified team will be forfeited (3-0 score recorded). No monies will be refunded.
5. Players and coaches should report to the arena at least 30 minutes prior to the start of their scheduled game in case tournament is running ahead of schedule. A team representative and/or head coach must sign in one (1) hour prior to each game. The score sheet must be filled out at this time (Please bring roster stickers). Players do not have to sign in. If the app, GameSheet is used, coaches must sign the tablet before all games.
6. A representative from each team must tend the penalty boxes and must be over 18 years of age.
7. No protests are permitted.
8. Team contacts should carry with them to all tournament games the following items:
  - A. USA/CHA CERTIFIED ROSTER
  - B. TRAVEL PERMIT (IF REQUIRED BY TEAMS SANCTIONING BODY)

## **PLAYING RULES – SQUIRTS through BANTAMS**

1. A zero tolerance rule for verbal abuse is in effect. For players; a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a player:
  - a. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
  - b. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any particular person.
  - c. Visually demonstrates any sign of dissatisfaction with any decision by an official.
2. For coaches/managers/trainers; a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a coach/manager/trainer:
  - a. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
  - b. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any particular person.
  - c. Visually demonstrates any sign of dissatisfaction with any decision by an official including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.
3. U.S.A. HOCKEY playing rules for all games. All teams please note the following rules, especially teams from outside of the United States that may not be familiar or aware of some of them:
  - a. Any player receiving 4 penalties (major, minor, misconduct or any combination of these) in one game will sit out the following game.
  - b. Any team receiving 12 penalties (major, minor, misconduct or any combination of these) in one game will have their head coach sit out the following game.
  - c. The times for penalties are as follows: Minor- 1.5 minutes | Major – 3 mins | Misconduct – 6 mins
  - d. Teams are required to wear all equipment mandated by their respective sanctioning body.
  - e. If a team ices the puck while shorthanded, it will result in a whistle followed by a defensive-zone faceoff. The team that commits an icing infraction will be allowed to change lines and/or players prior to the defensive-zone faceoff.
4. **Any game misconduct results in an automatic one game suspension regardless of when the infraction took place during the game. In other words, if a player is ejected from a game, he/she must sit out their team's next game.**
5. Any player or coach receiving a match penalty or a gross misconduct will be disqualified from further tournament play. There are no exceptions to this rule!
6. Tournament directors reserve the right to take measures necessary to ensure completion of the tournament.

7. **Mercy rule:**

- a. If at the end of the 2nd period or anytime in the 3rd period, a 10 goal differential exists, the game is over.
- b. If 7 or more goals separate the teams at any time in the third period, running time will commence for the remainder of the game. Clock stop will return when a goal differential of 5 is achieved. Maximum goal differential attainable per game is +/-6

8. **Teams must be prepared to begin a game up to 20 minutes ahead of schedule.**

9. Each team will receive 1 time out for all tournament games

10. With respect to divisional standings; teams are awarded 2 points for a win, 1 point for a tie, 0 points for a loss. This is for preliminary round play only. **There are no points awarded for winning periods. Preliminary games may end in a tie.**

11. Games may be called if in the judgment of tournament officials, continuing play is deemed to be not in the best interest of the tournament, participants, spectators, officials etc. **All games may be subject to curfew or changed to running time, regardless of the score, if one or both teams' on ice actions indicate that there is little interest in actually playing hockey.**

12. All games will consist of **12 minute** periods.

# **SEMI-FINAL & CHAMPIONSHIP GAME**

1. Period times will be same as above.
2. If tied at the end of regulation play, the teams will play an additional 5 minute of sudden death overtime period. The overtime period will be played via a 4-v-4 format, 4 players plus a goalie per team.
3. If teams are still tied after the overtime period, then a "shoot-out" will take place. The format for the "shoot out" will be as follows:

## **"SHOOT OUT" FORMAT**

4. Team contacts will designate prior to the start of the game ten shooters to represent the team in the "shoot out".
5. The shootout will consist of five shooters per team (shooters 1-5, in order). If a team outscores its opponent after five shooters have tried, then the game has been decided and the shootout ends. If the game remains tied after shooters 1-5 have tried, the shootout will continue at shooter 6, one player per team until a team wins. If the game is tied after all 10 shooters have tried, the shootout will continue starting back at coach's choice.
6. Goaltender substitution once the "shoot out" process has begun is not permitted unless an injury occurs.

## **PLAYOFF FORMAT (Seeding)**

**Please refer to tournament scoreboards or speak to a tournament representative in order to determine playoff format for each individual division. It is incumbent upon the team manager or coach to confirm with a tournament representative their final position in the standings and their playoff status before leaving the rink.**

## **"TIE BREAKERS" (To Determine Playoff Teams)**

1. "Head to head" competition. Direct play between two tied teams.
2. "Goal differential." The team with the greater goal differential (goals for minus goals against) will advance. The maximum goal differential attainable per game is six.
3. Least goals against.
4. Lowest total penalty minutes.
5. Coin toss

## **SPECIAL EXCEPTIONS**

1. Reseeding: If pool play occurs in a division, all teams in the division may be reseeded based on points and the teams with the best records in each pool will advance to the playoff round.
2. If all tied teams have not played one another, then "head to head" competition is not applicable and goal differential will be the first tie-breaker. The only exception to this rule is in the event of a three-way tie where one of the tied teams has defeated both the teams they are tied with, in points, after preliminary round play. For example: team "a", team "b" and team "c" are tied. Team "a" has defeated team "b" and team "c" in preliminary round play. In this case, team "a" would advance because during preliminary round play they defeated both the teams that they are tied with, in points.
3. In a situation where three or more teams are tied and all teams have not played against each other and goal differential is used as the first tie breaker thus eliminating one or more of the tied teams, then the "head-to-head" tie breaker will take precedent if "head to head" conditions exist.
4. If three tied teams all played each other and alternated victories (i.e. -Team defeated Team B, Team B defeated Team C, and Team C defeated Team A), then "head to head" won't be used as a tie-breaker.
5. Any scenario not specifically covered by the above, will then be left to the discretion of the tournament director.

## **GUIDELINES REGARDING JERSEY COLORS**

As a general rule of thumb, home teams wear light colors, visitors wear dark colors. If your team has two sets of jerseys, we strongly recommend bringing both sets to all tournament games. If a color conflict or dispute arises, the tournament director reserves the right to make the final decision.

## **SANCTIONING & ON-ICE OFFICIALS**

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## **PLAYING RULES | MITES**

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5. No protests are permitted.
6. Team contacts should carry with them to all tournament games the following items: USA/CHA CERTIFIED ROSTER/TRAVEL PERMIT (IF REQUIRED BY TEAMS SANCTIONING BODY)
7. Games will be played half-ice and mite-size goals will be used. Two half-ice games will be played simultaneously, one at each end of the ice. Each team will share a bench with its opponent.
8. All games will consist of three 14-minute periods and consist of seven (7) one-hundred and twenty (120) second running clock shifts per period. The buzzer will sound every 120 seconds for shift changes. The referee will pick up the puck while players change, and will toss the puck in the nearest corner to resume play. There will be a 1-minute rest between periods.
9. When play is stopped due to the goalie controlling the puck or after a goal is scored: A whistle will signal the attacking players to leave the zone, allowing the defending team to control the puck. The attacking team must skate out towards the mid-point of the game area. Once all the attackers have exited the zone, simultaneously, the attacking players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone.
10. There is no center ice (red) line, and therefore no icing or off-sides will be called.
11. All penalties will be result in the player being removed from the ice for the remainder of the current shift. The referee will not blow the whistle, but will escort the player to the bench.
12. If a puck from one game enters the playing area of the other game:
  - A. The clock will continue running
  - B. The game that did not lose a puck will continue play

- C. The referee will return the puck to the game that lost the puck, possession will be given to the team defending the zone closest to the middle of the rink, and play will resume without a faceoff (similar to when a puck is frozen by a goalie).

- 13. No player may leave their playing area to enter the other game's playing area, under any circumstances.
- 14. If an injured player causes a stoppage in play in one game, the clock will stop, and both games will stop until the injured player has been attended to.
- 15. Scores will be posted.
- 16. One (1) referee will be on the ice for each game (a total of 2 referees for two games playing simultaneously).

## **TEAMS/COACHES**

- 1. It is recommended that teams should be composed of eight to twelve (8-12) skaters and goalie.
- 2. Teams must start the game with a minimum of five (5) players (i.e. four (4) skaters and goalie).
- 3. Each team will play with four (4) skaters and a goalie on the ice at a time.
- 4. Goalies must wear full goalie equipment, with the exception of the Mite Blue division.
- 5. The Mite Division will use "BLUE" pucks.
- 6. No coaches will be permitted on the ice during the game, except for injuries or as requested by the referee.
- 7. It is the responsibility of the coaches to expedite the players getting on and off the ice during shift changes.
- 8. The Tournament reserves the right to determine ice cuts for the Mite Division. Ice cuts will occur no less than after every two game sessions.

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