



33rd Annual Termination Dust Hockey Invitational TOURNAMENT RULES

REGISTRATION

This is a USA Hockey-sanctioned tournament. All USA Hockey rules will apply. All teams must be properly registered with their governing body (USA Hockey or Hockey Canada).

CREDENTIALS

All matters pertaining to team credentials, and USA Hockey verification must be resolved with the Tournament Director prior to 9 pm AKST, no later than 1 week prior to the start of the first game. All team representatives are responsible for providing sufficient materials to verify USA Hockey registration and birth dates for all players. A USA Hockey Official Team Roster Form (1-T) approved by the District or Associate Registrar, or Hockey Canada Certified Player Roster approved by the governing Canadian federation is required for all participating teams and shall be proof that all participating teams are properly registered, and all participants are playing in the appropriate age classification. All travel permits are the responsibility of the individual team and their governing association.

- Official in-season USA Hockey 1-T (20 player max) roster. All Canadian players must have equivalent registration with their governing Canadian body.

The USA Hockey Sanction # for the tournament is: TBD and will be listed on the tournament website once approved

Only players (including goaltenders) listed on the official tournament team roster may play in the tournament games.

Double-rostering players on two teams is not permitted in the Termination Dust Tournament. At any age division, regardless of position.

TOURNAMENT STRUCTURE

The Co-Tournament Directors are Kirk Kullberg, Barrett Heisten, Dawson Ellingworth and Robyn Forbes.

The Tournament & Alaska Hockey Officials (AHO) will schedule all on-ice officials. The tournament will utilize a four-man system for week one when possible and a two-man system when referees are short. A two-man system will be used for all game in week 2 of the tournaments. The tournament will provide all game off-ice officials, including a timekeeper and scorekeeper. Each team will be responsible for providing an off-ice official as their team's penalty box attendant.

THE TOURNAMENT DIRECTORS RESERVE THE RIGHT TO ADD TO, AMEND, OR REMOVE ANY TOURNAMENT PROCEDURE, POLICY, RULE, OR REGULATION PRIOR TO THE START OF THE TOURNAMENT.

Under no circumstances is USA Hockey, ASHA or the Anchorage North Stars or the applicable rink or arena management, including Ben Boeke or Dempsey Anderson responsible for any cost of medical services incurred as a result of a player or spectator being injured while participating in or watching games during the tournament, including in the locker rooms prior to or after the games and entering and exiting the facilities.

PROCEDURES & POLICIES

All teams must use the locker room assigned to them during check-in. It is the team managers'/representatives' responsibility to ensure that the locker room is clean (no trash/tape/food or drink on the floor) before vacating the locker room after each game. Due to a shortage of locker rooms at Ben Boeke (BB) Ice Arena, teams will be required to remove all items from the locker rooms prior to going on the ice for their game.

Each team/team manager is responsible for safeguarding all team items in the locker rooms. Ben Boeke or Dempsey Anderson and the tournament assume no liability or responsibility for any theft or damage.

In the event any player(s) or team(s) participating in the tournament willfully damages any property, all costs for repairs or replacement because of any such damage shall be the responsibility of the team(s) involved and such team(s) shall make arrangements for immediate restitution to the rink.

All team representatives are responsible for checking the "information" desk for any schedule changes, suspensions, and other important information. All tournament results, point totals, and final game schedules will be posted on the *TourneyMachine* App. After the Tournament Director completes review of all game-related documents.

All game scores will be posted on the *TourneyMachine* App. Hard copies of scoresheets will only be used if GameSheets fails. Score sheets will be distributed to team managers immediately following each game that requires one. All other game data will be recorded on GameSheet. There will be no bracket boards displayed at the rinks.

Before each game, all coaches or team managers must sign the official game scoresheet (on Gamesheets App) after verifying that only players listed on the official USA Hockey roster are present; players absent must be crossed off and jersey number changes adjusted **ON ALL COPIES OF THE SCORESHEET**, if applicable. This only applies to games that will require a "hard copy of the scoresheet".

All participating teams are required to have a light-colored and dark-colored jersey. The designated home team will wear the light-colored jersey, and the visiting team will wear the dark-colored jersey. Should jersey colors be close in color, the home team will have the final choice.

Only players listed on the official Termination Dust Invitational team roster may play in a tournament game. Any team using a player not properly listed on the team roster will result in a forfeit (7-0) of the affected game(s). Any team using a player suspended for any reason will forfeit (7-0) that game and the suspended player will be ejected for the remainder of the tournament. Suspended players may attend tournament games but are not allowed on the player bench area. PER USA HOCKEY RULE 401(c).

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Spectators who do not abide by USA Hockey's Spectator Code of Conduct will be asked to leave the arena and possibly be suspended from the remainder of the tournament.

The Anchorage North Stars and Ben Boeke/Dempsey Anderson support the USA Hockey zero-tolerance initiatives for verbal abuse of any player, official, parent or spectator. The tournament director and rink staff reserve the right to remove any violator from the premises and any issues regarding abusive behavior or conduct will be referred to the Tournament Discipline Committee for possible further action.

Noisemakers (cowbells, Horns, etc.) are not allowed. All spectators are asked to remember that good sportsmanship demonstrated by all spectators is just as important as the behavior on the ice. The primary purpose of this tournament is to provide a positive and fun atmosphere for all participants. The Tournament Directors reserve the right to remove any violator from the premises for conduct they deem inappropriate. Team representatives and/or coaches are responsible for the actions and behaviors of their players, parents, and fans. USA Hockey Zero Tolerance Policies and Guidelines are clearly posted in all facilities.

The tournament prohibits using any photographic/video/electronic equipment in the penalty box and/or game bench; only pre-approved tournament officials will be permitted such use.

GAMEPLAY

All games will be played to a winner. Each division team is guaranteed four (4) games for the tournament.

Ice resurfacing will be done before each game start time only.

All teams must be present no later than ½ hour before game time and be prepared to start games up to 15 minutes early. The only exception will be the 1st game of the day at each rink.

There will be 3-minute warm-ups before each game and the tournament will provide pucks to be used in warm-ups and for games.

All full-ice games will consist of three, 16-minute stop time periods for 18U, 16U, and 14U divisions, and 14-minute stop periods for 14U Girls, 12U, and 10U divisions.

The maximum goal differential recorded for all games is seven (7). For example, "Team A" wins a round robin game 10-2, that game will be recorded with a final score of 9-2, reflecting the seven-goal maximum differential.

All games will be stop time. In pool play & consolation games, a seven-goal differential at any time during the game will result in running time. Once a "running time" clock is instituted in a game, the clock will only be stopped if the referee instructs the timekeeper to do so. Furthermore, "running time" will remain in effect for all of the remaining time in the game even if the losing team at the time scores

goals to decrease the original seven- (7) goal deficit. All quarter-final, semi-final, and championship games will be stop time, even if a seven (7) goal differential occurs.

No team will play more than two (2) games per day. There will be a minimum of three (3) hours between games in one day unless requested by the affected team(s).

No timeouts are permitted in pool play or consolation games. Each team will only be permitted a single 1-minute timeout in playoff games and championship games.

All pool play, Division standings will be determined by points: Three (3) points for a win in regulation; two (2) points for a post regulation win; one (1) point for a post regulation loss; and zero (0) points for a regulation loss.

Minor penalties shall be 1.5 minutes (10U & 12U) and 2 minutes (18U-14U, and 14 Girls Division). Major penalties shall be 5 minutes and Misconduct penalties shall be 10 minutes.

As per USA Hockey rules, teams registered with USA Hockey are allowed a maximum of four (4) team officials on the bench (student coaches are included as one (1) of the maximum of four (4)). Bench personnel are not allowed to change during a game.

Per USA Hockey rule 201(b). A player or goalkeeper on the roster who is unable to play, other than through suspension, may be on the player's bench without being considered a Team Official if he is wearing the team jersey and all required head and face protective equipment. The injured player shall not be listed on the scoresheet of that team for that game and the game shall not count for USA Hockey credential requirements (qualifying game) for the injured player.

Backup Goaltenders. The tournament will not provide a pool of backup goaltenders for any in-state teams. If a team's goaltender is unable to play in a tournament game due to circumstances beyond the team's control and the team has only one goaltender, the team should use another player from the team or a lower age or tiered player from within its own association. A 12U goalie cannot play up to a 14U division when checking is allowed.

In the event of unforeseen circumstances beyond the control of the Tournament Committee that prevent a game from being played at the scheduled time (for example, if referees are not available as scheduled), every effort will be made to reschedule the game. If it is not possible to reschedule the game due to time, ice availability, or other constraints . . . The teams will participate in a 5 players shoot-out. If the score is tied after the shootout, then a sudden death shoot-out will occur. The Tournament Director(s) will run and officiate the shootout.

A forfeited game will be recorded as a 0-7 loss for the team declaring the forfeit. The opposing team will be credited with a win and receive three (3) points in the tournament standings; the team that forfeits receives zero points. Any team that intentionally forfeits a game is disqualified from advancing to crossovers and/or championships.

All game play decision by officials are final and cannot be protested. Any other protest needs to be submitted in writing to the on-site Tournament Director by a staff member listed on the teams 1-T. All decisions of the Tournament Committee are final.

ROUND ROBIN/PLAYOFF TIEBREAKER PROCEDURES - GAMEPLAY

All games will be played to a winner. In pool-play, crossover games. If the game is tied after the completion of the third period, the tied teams shall receive a one (1) minute rest period. Teams will remain on the ice and will not change ends. Overtime will start with a three (3) minute 3v3 sudden victory run time overtime period. If the score remains tied after 3v3 overtime, then the teams will play a three-minute 2v2 sudden victory run time overtime period. If tied after a 2v2 period, then the teams will play a three-minute 1v1 sudden victory run time. If the score remains tied at the end of a 1v1 sudden-victory overtime period, there shall be a sudden victory shootout.

OVERTIME PERIOD	PLAYERS/TIME
1.	3v3 for 3 minutes of run time.
2.	2v2 for 3 minutes of run time.
3.	1v1 for 3 minutes of run time.

If a penalty carries from the 3rd period or a penalty is taken in overtime, the teams will play 4 on 3 (2nd penalty 5 on 3). If the penalty expires, the teams will play 4-on-4 until the next whistle, then back to 3-on-3. Please note: if multiple penalties occur by one team, there will only be a two-player advantage. I.e., 5v3 for (3v3), 4v2 for (2v2) and 3v1 for (1v1).

PERIOD OF PENALTY	MAXIMUM ADVANTAGE
1	5 V 3
2	4 V 2
3	3 V 1

*In OT a player will be added to the non-penalized team while the penalized team remains at the overtime period strength.

SUDDEN-VICTORY SHOOTOUT

Teams do not switch ends, and the **VISITING** team will shoot first. The players of both teams will take the shots alternately until a decisive goal is scored. The goalkeepers from each team may be changed after each shot for all shootout rounds.

NOTE: No player may shoot a second time until each eligible player (excluding goaltenders) on the team has participated. All players will be eligible for the shootout except players who are serving a penalty when the overtime period ends or have received a Game Misconduct penalty. (and injured players and goalies.)

The winner of the shootout will be credited with one additional goal in the final score. Two (2) points for an overtime or shootout win; one (1) point for an overtime or shootout loss.

CHAMPIONSHIP TIE BREAKER PROCEDURES

All Games Played to a Winner If the game is tied following regulation play, one (1) sudden victory overtime period shall be played. After the third period, the tied teams shall receive a one (1) minute rest period. The length of the overtime shall be equal to the length of the third period and shall be a sudden victory. Teams shall switch ends at the end of the third period. Overtime shall be played 5-on-5 (five skaters plus a goalkeeper). If the score is tied at the end of the sudden victory overtime period, there shall be a 3-man shootout. If the score is still tied after the 3-man shootout, then a sudden-victory shootout will occur. The shootout winner will be credited with one additional goal in the final score.

NOTE: No player may shoot a second time until each eligible player (excluding goaltenders) on the team has participated. All players will be eligible for the shootout except players who are serving a penalty when the OT ends or have received a Game Misconduct penalty.

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