# CROOKSTON PARKS AND RECREATION CROOKSTON BLUE LINE CLUB HOCKEY TOURNAMENTS

## RULES AND REGULATIONS

- 1) ALL GAMES WILL BE PLAYED ACCORDING TO USA HOCKEY RULES AS MODIFIED BY MINNESOTA HOCKEY.
- 2) ALL REFEREES ARE USA HOCKEY REGISTERED. ALL REFEREE DECISIONS ARE FINAL, NO PROTESTS ARE ALLOWED. **ZERO TOLERANCE POLICY** ENFORCED FOR ALL PLAYERS, COACHES AND SPECTATORS.
- 3) OFFICIAL USA HOCKEY ROSTERS ARE DUE ONE MONTH PRIOR TO SCHEDULED TOURNAMENT DATE. PLEASE EMAIL TO JSOLBERG@CROOKSTON.MN.US A MAXIMUM OF 20 PLAYERS AND FOUR COACHES WITH APPROPRIATE USA HOCKEY CERTIFICATIONS ARE ALLOWED ON THE TEAM BENCH.
- 4) CANADIAN TEAMS MUST HAVE TRAVEL PERMIT
- 5) EACH TOURNAMENT TEAM WILL PLAY FOUR GAMES IN THE TOURNAMENT.
- 6) GAME TIMES:
  - A ALL PEEWEE, GIRLS 12U AND BANTAM GAMES WILL BE THREE SEVENTEEN MINUTE STOP-TIME PERIODS. SQUIRT AND 10U GAMES WILL BE THREE FIFTEEN-MINUTE STOP-TIME PERIODS.
  - B ALL GAMES WILL BE RUNNING TIME WHEN A SIX (6) GOAL LEAD EXISTS AFTER THE SECOND PERIOD. THE GAME WILL RETURN TO STOP-TIME IF THE MARGIN IS LESS THAN SIX (6).
  - C ICE WILL BE RESURFACED EVERY TWO PERIODS.
  - D A FIVE-MINUTE WARM-UP PERIOD IS SCHEDULED PRIOR TO EACH GAME. THE CLOCK WILL START ONCE THE FIRST TEAM STEPS ONTO THE ICE. PLEASE BE READY AT DESIGNATED TIMES.
- 7) POOL PLAY GAMES:
  - A TEAMS WILL BE AWARDED TWO (2) POINTS FOR A WIN, ONE (1) POINT FOR A TIE AND ZERO (0) POINTS FOR A LOSS.
  - B NO OVERTIME WILL BE PLAYED IN ROUND ROBIN GAMES.
- 8) SUNDAY CROSS-OVER GAMES OVERTIME WILL BE PLAYED:
  - A OVERTIMES WILL BE A FIVE-MINUTE SUDDEN DEATH PERIOD WITH FOUR SKATERS PER TEAM (4 SKATERS PLUS A GOALIE). IF A TEAM HAS A PENALTY, PLAY WILL BE 4 ON 3 AND ANY ADDITIONAL PENALTIES TO SHORT-HANDED TEAM WILL RESULT IN 5 ON 3 PLAY.
  - B-IF THE TIE IS NOT BROKEN A SHOOTOUT WILL FOLLOW TO DETERMINE THE WINNER. EACH TEAM WILL SELECT THREE (3) PLAYERS WHO WILL ALTERNATE TAKING PENALTY SHOTS. THE VISITING TEAM WILL SHOOT FIRST. BEST OUT OF THREE WINS. IF STILL TIED THE SHOOT-OUT WILL GO TO A SUDDEN DEATH FORMAT, ALTERNATING ONE (1) PLAYER PER TEAM UNTIL A WINNER IS DETERMINED. EACH TEAM WILL HAVE EQUAL CHANCES. PLAYERS MAY ONLY SHOOT ONE TIME UNTIL ALL ELIGIBLE PLAYERS ON ROSTER HAVE PARTICIPATED. ANY PLAYER WITH PENALTY TIME REMAINING AT THE END OF THE OVERTIME WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE SHOOT-OUT.

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9) POOL PLAY STANDINGS WILL BE DETERMINED ACCORDING TO POINT TOTALS. TIES IN POOL STANDINGS WILL BE BROKEN USING THE FOLLOWING CRITERIA:

### TWO-WAY TIE:

- 1) HEAD TO HEAD RESULTS
- 2) FEWEST GOALS ALLOWED
- 3) Total plus/minus maximum differential 7 goals per game
- 4) Coin flip

### THREE-WAY TIE:

- 1) HEAD TO HEAD RESULTS
- 2) SUBTRACT GOALS AGAINST FROM GOALS SCORED IN GAMES BETWEEN TIED TEAMS
- 3) IF THREE TEAMS ARE STILL TIED, DIVIDE THE GOALS SCORED IN GAMES BETWEEN TIED TEAMS BY GOALS AGAINST.
- 4) IF THREE TEAMS ARE STILL TIED RESTART PROCESS AT STEP ONE USING ALL GAMES PLAYED.

NOTE: ANY TIME A TEAM IS PLACED IN THE TIE BREAKING PROCESS, THE TWO REMAINING TIED TEAMS WOULD REVERT BACK TO THE TWO-WAY TIE CRITERIA.

EXAMPLE: TEAM A SCORED 7 GOALS AND ALLOWED 4 GOALS 7-4 = +3

TEAM B SCORED 9 GOALS AND ALLOWED 7 GOALS 9-7 = +2

TEAM C SCORED 8 GOALS AND ALLOWED 5 GOALS 8-5 = +3

THIS WOULD PLACE TEAM B AS THIRD PLACE AND TEAMS A & C WOULD GO BACK TO THE TWO-WAY TIE BREAKER OR HEAD TO HEAD RESULTS.

- 10) MEDICAL PERSONNEL/FIRST AID: A CERTIFIED ATHLETIC TRAINER, EMERGENCY MEDICAL TECHNICIAN (EMT), PARAMEDIC OR MEDICAL PHYSICIAN SHALL BE IN ATTENDANCE AT ALL GAMES. ALL DECISIONS IN REGARD TO AN INJURED PLAYER RETURNING TO COMPLETION DURING THE TOURNAMENT WILL BE MADE BY THE TOURNAMENT MEDICAL STAFF. ALL DECISIONS ARE FINAL.
- 13) JERSEYS: EACH TEAM SHOULD HAVE TWO (2) SEPARATE JERSEYS, WHITE AND DARK. THE HOME TEAM IS LISTED FIRST AND WILL WEAR THEIR WHITE OR LIGHT COLORED JERSEYS.
- 14) LOCKER ROOM ASSIGNMENTS WILL BE POSTED FOR EACH DAY.
- 16) NO CHECKING AT THE PEEWEE, SQUIRT AND ALL GIRLS LEVELS.

