



Capitals Cup Tournament Rules & Regulations



1.	Fees: Tournament Team Entry Fee: \$1000.00. No Gate Fee and no other admission fees.
2.	Game Days & Times: Teams entering Capitals Cup Tournaments agree to any and all last minute changes in the game schedule. Games will be played on Friday, Saturday, and Sunday. As advertised, all teams entering tournaments understand and agree to play games beginning before 1:00 p.m. on Fridays which may require players to miss school. Sorry teams cannot request game times; teams must play in time slots as assigned, no game time changes allowed.
3.	Team Credentials: Before the start of the tournament, a team official of the team must submit the following team credentials to the tournament officials: 1) Official USA Hockey Team Roster for the current season; 2) waivers for any team players listed on the rosters whose residence is outside the team's natural hockey community; 3) an approval letter from the district registrar for any player that is playing in a younger age group than is implicit based on the player's birth date.
4.	USA Mandatory Hockey Rules: USA Hockey Referees will be used. First Aid Attendants (Certified in BLS, AED, & First Aid) will be on site for Bantam/U15 games. USA Hockey rules will be used as modified by ND Hockey (notice to all teams traveling from outside North Dakota – North Dakota age guidelines are different from USA Hockey and players on North Dakota teams may be up to 6 months older). Canadian teams must wear protective equipment as designated by CAHA. Peewees cannot check.
5.	Bench: No more than 20 players and 4 coaches are allowed on the bench.
6.	Tournament Format: See brackets – formats can be changed at any time due to tournament not filling or teams dropping or adding.
7.	Round Robin Formats/Points Earned Per Game: Win = 3 points; Tie = 1 point; Loss = 0 points.
8.	Round Robin/Seed Format Tie Breakers: <u>1st tie breaker</u> = head to head; <u>2nd tie breaker</u> = total plus/minus for all pool games played; <u>3rd tie breaker</u> = least goals scored against all pool games played; <u>4th tie breaker</u> = least penalty minutes for all pool games played; <u>Final tie breaker</u> = coin toss.
9.	Round Robin Play: 16 Teams: There will be 4 pools of 4, pool A, B, C, D. Each team will play 3 round robin games. At the end of pool play, the Seed one from each pool will move on to the semifinal, A1 vs B1, C1 vs D1. Winners will move on to the championship game; losers will move into the 3rd place game. The remaining games will be played as the following: A2 vs B2, C2 vs D2, A3 vs B3, C3 vs D3, A4 vs B4, C4 vs D4. 14 Teams: There will be one division of 6 teams, and a division of 8. The pool of 6 will have two pools of 3 teams, Pool A and B. They will play cross bracket games against each team from the opposite pool. The division of 8 will have two pools of 4, pool D and C. Each team will play each team in their own pool one time. At the end of Pool play, the top seed in each pool will advance to the semifinal. A1 vs C1, B1 vs D1. The remaining games will be as follows: A2 vs C2, B2 vs D2, A3 vs C3, B3 vs D3, C4 vs D4. 12 Teams: 3 pools of 3 teams each, Pool A, B, C. Each team will play 3 round robin games against each team in their own pool. Seed 1 from each pool will advance to the semifinal. There will be one wildcard team that will advance to the semi-final, which will be the team with the most points that did not take 1st in their pool. The top ranked team will play the wild card in semifinal 1, and seeds 2 and 3 will play semifinal 2. Each team will then be ranked 5-12 and will play the remaining games. 5 vs 6, 7 vs 8, 9 vs 10, 11 vs 12. 10 Teams: Each team will play 4 round robin games. The teams with the most points at the end of round robin play will advance to 1 st and 3 rd place games. Seeds 1-2 will play for 1 st place. Seeds 3-4 will play for 3 rd Place. 9 Teams: Each team will play 4 round robin games. The teams with the most points at the end of round robin play will advance to 1 st and 3 rd place games. Seeds 1-2 will play for 1 st place. Seeds 3-4 will play for 3 rd Place. 8 teams: Each team will play every team in their own pool and be seeded 1 through 4. Seed 1 from pool A will play seed 2 from Pool B, and seed 2 from Pool A will play seed 1 from pool B in the semifinal. Seeds 3 and 4 will play for 5th or 7th. 6 Teams: Each team will play teams in the opposite pool and will be seeded 1 through 3. Seeds 1 and 2 from the same pool will play in the semifinal. Seed 3 will play for 5th. 5 Teams: Each team will play 4 round robin games. Seeds 1 and 2 will play for the championship, seeds 3 and 4 will play for 3rd place.
10.	Elimination Games Overtime Rules: In the case of a tie during the elimination round games, teams will play a 3-on-3 five (5) minute sudden death overtime period. If teams are still tied after the 3-on-3 overtime period, the winner will be determined by a 3 player shootout, followed by a sudden death shoot out, if still tied after the 3 player shoot out. During the sudden death shoot out, each team will receive an equal opportunity to shoot and score. Teams must use and rotate all players on the roster equally in the shoot out.
11.	Game and Period Length: Tournament games will have either 75 minutes or 90 minutes of ice time scheduled for the playing of each game. Please see brackets for time used for your specific tournament. Games will consist of 3 15-minute stop time periods. Tournament officials and game box officials are allowed to decrease the length of the 3 rd period or make the decision to have run time during 3 rd period due to games running behind schedule or for any other reason and will inform the coaches of both teams of any changes before the start of the 3 rd period. Any six (6) goal lead during the 3 rd period will result in run time.
12.	Game Start Time: All teams must be prepared to start up 15 minutes earlier than the scheduled start time if games are running ahead of schedule. Coaches will be given at least 5 minutes advanced notice if a game will be starting early.
13.	Home Team: First or top team in brackets are home and should wear light jerseys.
14.	Warm-Ups: A 4-minute warm up starts immediately at the scheduled start time of the game. Clock officials will not wait for late teams to come out to start the clock.

15. Intermissions: There is a 1 minutes rest between periods. There will be no resurfacing between any periods of Squirt/U10 games unless approved by tournament officials.
16. Time Outs: Each team is allowed 1 60 second time out per game.
17. 3 Penalty Per Game Rule: Players are each allowed three penalties per game. Any player receiving a 4 th penalty will be removed from the playing area and another player must serve the penalty.
18. Player, Coach, and Fan Conduct: The conduct of all players, coaches, and fans is to be beyond reproach both on and off the ice. A ZERO TOLERANCE policy regarding abusive language and unsportsmanlike behavior toward anyone is strictly enforced. Any misconduct by any team member or team fan can result in immediate disqualification of the entire team from the tournament.
19. Bench/Referee Communication: Coaches and players are not permitted to argue or complain about any calls made by the referees. Coaches may ask for clarification on calls in a calm constructive adult manner. Coaches should not yell or shout any negative comments or remarks about referees either directly or indirectly. Any coaches displaying any unacceptable behavior, including yelling, screaming, or swearing on the bench may be given a bench penalty or ejected from the game. Game box officials and tournament employees are also instructed to inform referees of any of the above mentioned inappropriate behavior by coaches. Any coaches who are ejected from games for any such behavior will also be reported to their home association and district coordinators.
20. Parent Protests and Complaints: Only the head coach is permitted to approach tournament officials or employees with complaints or protests. Coaches are responsible for their team's parental behavior and the tournament directors have the authority to issue a team forfeit of any game when a parent of a team breaks this rule or any other zero tolerance rules. Coaches are required to inform all the teams' parents attending the tournament of this rule and the consequences to the team for any individual breaking this rule before arriving at the tournament.
21. Protests: No protests will be permitted regarding rule interpretations or judgment calls made by game officials. All referee and tournament officials' decisions are final. Any coach or team official threatening to pull their team from a game or tournament will be reported to their association and the district.
22. Arena Ejection: There is absolutely no excuse for any inappropriate yelling, screaming, swearing or any other unacceptable behavior by any coach, parent, or fan. Adults are expected to act appropriately and not let the emotion of the game affect their behavior or demeanor. Any adult acting inappropriately will be required to leave the arena. All tournament and arena staff have the authority to eject anyone from the ice arena property who they feel is violating this or any other zero tolerance rules and they are instructed to call the police if anyone refuses to leave.