



CODE OF CONDUCT & TOURNAMENT RULES

USA Hockey playing rules will govern tournament play, except as modified herein

Thank you for participating in our tournament!

It is the intent of the Malone Minor Hockey to provide a fun and competitive tournament for all participants and spectators. Improper or abusive behavior will not be tolerated. It is the responsibility of each coach to control their team and their spectators' behavior on and off the ice, and to exemplify and embody good sportsmanship.

CODE of CONDUCT

Anytime players are in the locker rooms during the tournament, a USA Hockey certified coach/manager must be present.

Malone Minor Hockey (MMH) will not be held responsible for any damages and will charge back the association using the facility the full amount of any and all damages. Each team is expected to leave the locker room in a clean state after each game.

Members of the Girl on Fire Tournament committee, sponsoring organizations and MMH will not be held financially responsible for any accident, or injury, incurred by any players, coaches, team officials or spectators. Organizations and teams are responsible for their own insurance.

All referee decisions and any made by the Tournament Director and/or Committee are FINAL.

The USA Hockey ZERO TOLERANCE RULE is in effect for all games.

All players, Coaches, team officials and spectators are expected to conduct themselves in a sportsmanlike manner at all times while observing or participating in tournament activities. Individuals exhibiting behavior which could be construed as unsportsmanlike could be subject to actions including banishment from tournament activities and if necessary, criminal prosecution.

General Rules applying to ALL levels

All players must be recognized by national governing bodies of the US (USA Hockey) and/or Canada (CAHA).

Only players, coaches and tournament officials, recognized by the tournament committee, will be allowed on or near the player benches, penalty boxes and official scoring table.

All teams must be ready to play at least **15 minutes** prior to their scheduled game time. In addition, please arrive at least 45 minutes prior to the start of your first game for registration and any necessary clarifications.

However, due to Covid protocols, mainly social distancing and avoiding congested areas, we ask that teams do not arrive more than 30 minutes prior to the start of their game, and we recommend players arriving at the rinks with their hockey gear already on.

- ☐ There will be a **3-minute warm-up period** at the beginning of each game and one minute allowed between periods.
- ☐ Timeouts (1 Minute) will only be allowed during Championship games.
- ☐ The ice will be resurfaced after every game unless the condition of the ice warrants otherwise.
- ☐ For ALL games, if a team is ahead by 6 goals at any time during a game, additional goals will not be reflected on the scoreboard. If the deficit is reduced to 5 goals, goals will then resume being reflected on the scoreboard, until/unless the deficit again becomes 6 goals or greater, etc. The official score sheet will continue to accurately record all goals.
- ☐ For the purpose of goal differential tie-breakers, the maximum credited differential will be 6 goals. This will be reflected accordingly in the Standings in the goal differential columns, for games decided by more than 6 goals. As an example, a 12-3 victory will be posted and recorded as a 9-3 victory.
- ☐ **Any player or coach ejected from a game will receive an automatic disqualification for the next scheduled game.**

Any discrepancy or error found or identified in this document will be resolved by the Tournament Committee, with assistance as needed from the President of the Malone Minor Hockey and the Referee-in-Chief for the North Section of New York State Hockey.

Note that there is no protest policy for this tournament. All decisions and rulings made by on-ice officials or off-ice tournament committee members are final.

14U, 16U, & 19U Competitive Format & Rules

- 14U, 16U, & 19U Games will consist of three stop-time periods of 15 minutes.
- If during the 2nd or 3rd period the score differential is 6 or more goals, the game will go to running-time. If and when the differential gets back to 5 goals or less, stop-time will resume. This is for round robin games.
- All teams must provide a parent rep to work their penalty box for their own games.
- Minor penalties will be 1:30 minutes in length.
- For all preliminary round games, a “5-point system” will be utilized:
 - ❖ 1 point for each period won
 - ❖ 2 points for the winner of the game.
 - ❖ If a game is tied at the end of regulation play, teams will split the 2 points (1 point each)
- Cross-over and/or championship games (14U, 16U, 19U) the following rules will apply to overtime:
 - ❖ 4 minute overtime, 4-on-4 (4 skaters, 1 goalie) first goal wins
 - ❖ 4 minute overtime, 3-on-3 (3 skaters, 1 goalie) first goal wins
 - ❖ If neither team has scored and won the game after the two 4-minute overtimes, the teams will go into a shootout (breakaways), under the format outlined below. Shooters will shoot one at a time, in alternating ends.
- Penalties occurring in Overtime will result in a 4-on-3 advantage. If a second penalty occurs on the short-handed team or if a team is assessed two or more penalties at once during overtime, a player will be added to create the 2-player advantage, resulting in a 5-on-3 advantage.
- Penalties carrying over from regulation will remain in overtime as they were in regulation. i.e., a 5-on-4 situation will carry over to a 5-on-4 in overtime. A 5-on-3 situation will remain a 5-on-3 in overtime. When penalties carrying over from regulation have all expired and play is 5-on-5, the on-ice play will be reset to 4-on-4 (4 skaters, 1 goalie) after the next stoppage of play.
- If the game is still tied after the 4-minute overtimes, a SHOOTOUT (breakaways) will occur.
- Each coach will have identified the 3 players that will shoot for their team on the scoresheet prior to the start of the shootout.
- If a tie still exists after each team’s three attempts, then each team will chose a single shooter and breakaways will be taken by each team, in a “sudden death” format until there is a winner.
- Shooters **cannot** be used more than once, until every dressed player, except goalies, on the team has shot.