

President's Day Tournament Rules

- 1.) Game Warm-ups – All games must start on time. The 3-minute warm-up will start as soon as the doors are closed after the ice-resurfacing machine leaves the ice. No exceptions...
- 2.) Between Periods Break – The break between periods will be for 30 seconds.
- 3.) Mercy Rule – If at the start or at anytime in the 3rd period one team has a 6-goal lead or more than the time clock will run. It will not be stopped for any reason from that point on unless the score becomes within 2 goals. The clock will then go back to stop time for the remainder of the game.
- 4.) Time Outs – No Time outs in the round robin portion of the tournament. 1 30-second time out will be allowed for each team in the Championship game.
- 5.) This event is sanctioned by USA Hockey.
- 6.) All teams and players participating in this tournament from the United States shall be properly registered with USA Hockey. All coaches shall have proof of age for all players.
- 7.) All teams and players participating in this tournament from Canada shall be properly registered with CAHA. All coaches shall have proof of age for all players.
- 8.) Each team is responsible for any damage that might be done by any of it's members to any locker room facility used by that team during the tournament. Locker room keys will be assigned and a set of car keys will be exchanged to get locker room keys. The tournament director requests that coaches, managers, and players cooperate in keeping the locker rooms clean, orderly, and in good condition. Please see that all debris, tape, cans, wrappers, etc. are placed in proper receptacles before leaving the locker room area. No food is allowed in the locker rooms. Coaches must lock all locker room and bathroom doors before turning keys back in.
- 9.) All teams will enter and exit from different doors to the ice surfaces.
- 10.) All coaches and players will be admitted to the tournament free. Adult admission for the tournament is \$6.00 for a weekend pass, and \$4.00 for a one day pass. Kids under 16 are free. The passes are not transferrable to others.
- 11.) A championship award will be presented to the winning team in each division. A runner-up award will be presented in each division. Individual awards will be presented to all members of each championship and runner-up teams. An MVP award will be awarded to a player in the championship game, which will be selected by the tournament committee.
- 12.) **TOURNAMENT FORMAT:**
Mite, Squirt, Pee wee & Bantam - 12 minute stop time periods

All age groups will play a round robin format according to the number of teams in their division.
- 13.) **IMPORTANT**
Tournament point structure will be awarded by periods with one point per period for a win, ½ point for a tie and zero for a loss. In addition two points will be awarded for the win of the game, one point if the teams tie and zero for a loss. A total of five points per game will be awarded. Period scoring is tallied as an individual period, not accumulative.

- 14.) **TIES:**
Overtime play will be used to break a tie at the end of regulation in semi-final and/or championship games only. At the end of the third period, there will be a 2 minute rest. On ice playing strength will be 4 on 4 for the overtime. The clock will be set for a 6 minute period and the game will be played to a “sudden victory” conclusion. At the end of the sudden death overtime, if no winner is determined, there will be a shoot out consisting of 3 players from each team. The points for the shoot out will be awarded as follows:
1 point for a goal
1 point for a save
If still no winner is determined, three different players from each team will be chosen to shoot. This process will continue until there is a winner. No shooter shall shoot a second time until all players have shot once.
- 15.) **PENALTIES:**
* All minor penalties at mite & squirt level shall be one minute. At peewee and bantam level they shall be one minute 30 seconds. All major penalties shall be five minutes in length.
* All misconduct penalties shall be half of a period in length.
* A game misconduct or fighting penalty involves the suspension of a player, coach or manager for the remainder of the game and the next game.
* A match penalty or gross misconduct penalty involves the suspension of the player, coach or manager for the remainder of game and the rest of the tournament. In all cases where match or misconduct penalty (game or gross) is assessed, the incident shall be reviewed by the tournament committee. Incident will also be reported to that player’s association for review.
** A checking from behind penalty will be assessed as follows: a minor penalty plus a misconduct or a major penalty plus a game misconduct, this will be at the referees discretion.
*The USA 5 penalty rule for an individual player will be adhered to throughout the tournament.
* The USA 15 penalty per team will be adhered to throughout the tournament.
- 16.) **ROUND ROBIN PLAY:**
In case of ties in standings the following tie breaker rules will take place:
***Two Teams:**
A.) Head to head play
B.) Most wins
C.) Fewest goals allowed
D.) Goal differential (Total goals for - Total goals against)
***Three Teams:**
A.) Most wins
B.) Head to head (if applicable)
C.) Fewest goals allowed
D.) Goal Differential (Total goals for - Total goals against)
- 17.) All players at peewee and bantam levels **must** wear an internal colored mouthpiece.
- 18.) Playing rules will be USA Hockey.
- 19.) Home team will be as set on schedule.
- 20.) If a team does not have two sets of jerseys they must inform the tournament director.
- 21.) All teams must be ready to take the ice 15 minutes before scheduled start.
- 22.) We ask that you represent your organization with good sportsmanship and respect to all other attendees. Good Luck to all the teams!!