

# ***“ICE CUP” Tournament Rules 2011***

## **GENERAL RULES AND INFORMATION**

- All games are played under USA Hockey rules unless otherwise noted.
- Only USA Hockey / MSHSL registered officials will be used.
- A trainer / EMT will be present in every venue. The Tournament will assume no liability for personal injury to participants or spectators during the event.
- A maximum of 20 players may be rostered and dressed for any team.
- If a parent / guardian are not present at the tournament, a written consent must be provided for medical care authorization.

## **PLAYER ELIGIBILITY**

- A maximum of 20 players may be rostered and dressed for any team.
- In no case will a player be allowed to be rostered or play on more than one team on the same weekend. No exceptions.
- Any and all eligibility protest must occur before the start of the game and must come from the head coach to be valid.
- Any player found playing on more than one team will be deemed ineligible for the remainder of the tournament. All teams that roster and/ or play the protested player will receive a loss (with no points) for all games prior to and including the protested game.
- Tournament officials hold the right to confront player eligibility without a formal request from a head coach. If the player is found to be ineligible, he/she will be removed from the remainder of the tournament.
- Final team roster will be only players listed on final roster at check-in.

## **TOURNAMENT FORMAT AND ISSUES**

- Competition format will consist of round-robin / pool play followed by seeded bracket and/or championship place games
- Tournament scoring shall consist of two (2) points being awarded for a WIN, one (1) point for a TIE and zero (0) points for a LOSS.
- Teams listed first in pairings will be considered the home teams and will be required to wear the light colored jerseys when possible.
- Teams that occupy the players' box closest to the exit gate shall leave the ice first. The remaining team will exit the ice only after the opposing team is completely off the ice.
- Once a team is confirmed for the tournament, there will be no refunds under any circumstance.
- Tag up rule will be utilized
- No checking will be allowed at the 2001, 2002
- Slap-shots will be allowed at all levels.

## **GAME TIMES**

- Games will consist of three (3) 15 minute, stop time periods. A six goal lead at any time in the game will result in running time until the lead falls to less than six goals. The ice will be resurfaced after every 2 periods.
- All games will be completed in the set amount of time allowed in the schedule. If time becomes an issue running time may be instituted and/or ice resurfacing will be skipped within reasonable terms.
- Each team will be permitted one (1) 45 second time out per game.
- Teams must be ready to play 30 minutes prior to the scheduled game time. Games may start earlier when time permits.

## EQUIPMENT

- All players must adhere to their local hockey governing body's rules regarding equipment. Mouth guards are required as specified by USA Hockey.
- Canadian teams are required to wear neck guards (mouth guards optional).

## PENALTY ENFORCEMENT

Minor	2 Minutes
Major	5 Minutes
Misconduct	10 Minutes
Fighting	Automatic game misconduct. The player will be removed from the remainder of the game and will serve an additional one (1) game suspension

- Any penalty deemed serious with intent to injure will result in a 5-minute Major and a tournament disqualification.
- Any player receiving 4 penalties will be removed from the remainder of the game. A player from the offending player's team will be required to serve the fourth penalty. Any major or checking-from-behind penalty will count as two penalties.

## OVERTIME AND TIE-BREAKING PROCEDURES

- There will be **no** overtime in round robin / pool play.
- Overtime for playoff games will consist of a (5) minute stop time period. The period will be played 4-on-4 with goalies. If a tie still remains, a (5) minute stop time period will be played 3-on-3 with goalies will continue until tie is broken.
- Tie breaking procedure for teams tied after round robin / pool play:
  - 1) Head to head competition (if applicable)
  - 2) Goal differential (max 7 per game).
  - 3) Goals allowed.
  - 4) Goals scored
  - 5) Coin Toss
- In a case where a tie involves more than two teams, head to head tie breaker will not be used. The tie breaking procedure, beginning with Goal differential, shall be used in succession until the position for the 1st team has been determined. The remaining tied teams will revert to the tie-breaking procedures 1-5 with head to head.
- In no case will any team be credited with more than a seven (7)-goal differential for statistical purposes.
- All referee decisions are final. Protests will not be allowed.

## TEAM CREDENTIALS AND CHECK-IN

- All teams are required to supply the team waiver & release form at the team check-in. Parents are required to sign for their minor players. The team check-in will be held Friday, Aug 5th & 19th at the rink of your first game. Teams should check-in at least one hour before game time. Teams that have not submitted all necessary forms will not be allowed to participate.
- In addition to completing the health/insurance waiver and tournament roster form, birth certificates (copies acceptable) must also be available for verification of age at registration / check in.