

DISTRICT 9 TOURNAMENT RULES AND REGULATIONS – 2016/2017

The District tournament is sanctioned by Minnesota Hockey and conducted by a selected host who will act as Tournament Director, in accordance with a contract executed with Minnesota Hockey. All games will be played under and in accordance with the rules of USA Hockey and Minnesota Hockey Youth Rules and Regulations.

Rosters:

- Please submit rosters with the numbers to the tournament chairperson by **Monday, February 13th**. **Each tournament has an online registration process.**
- Rosters will be limited to 20 players
- Only those listed as a coach or player on the team's USA Hockey Roster will be allowed in the player's box during the game.

Entry Fee:

\$600.00 per team and \$300.00 gate fee for Bantam, PeeWee and Girls 12u. Fees for Squirts and Girl's 10u are \$500 per team and \$250 gate fee. Payment must be received by the 1st game of tournament. Team entry fee is payable to the host association.

NOTE: Failure to submit payment prior to the first game could result in that team's disqualification from the tournament.

Check In:

All players, coaches and managers **MUST** check-in sixty (60) minutes prior to their first game for roster verification.

Credentials:

The following items MUST be submitted by each team to the tournament chairperson for review and approval by the District Director or designee prior to their first tournament game. Failure to comply shall result in forfeiture of that team's first game.

- USA Hockey Player Roster Form(s) signed by respective Associate Registrar or other person authorized by USA Hockey registrar to sign rosters.
- Individual Membership Registration forms (IMR's) for each player and coach. **Note:** IMR's not required if using an electronic roster.
- Residency waivers for all players on the roster not residing in the team's natural hockey community.
- An approval letter from the Minnesota District Registrar for any player rostered in a younger age group than is implicit based on the player's birth date.
- CEP (Coaches Education Program) card verification for all coaches on the bench.

Format: The competition format will be in accordance with the format established by District 9. Tournament host have no authority to make modifications to the format, without the expressed permission of the District Director, and/or the District Tournament Coordinator.

Awards: Awards will be distributed to the Tournament Champion players; team awards will also be given.

Resurfacing: The ice shall be resurfaced before each game and at intermission between the second and third periods.

If the game goes into overtime, resurfacing shall occur at the end of the second overtime period and at the end of every three overtime periods thereafter. An exception will be made to resurfacing for tournaments that do not have Thursday games, which all 4 first round games are played on the same sheet in one night. For these games, resurfacing will be at the beginning of each game only.

Warm Ups: Five (5) minutes before the start of each game.

National Anthem: To be played prior to the 1st game each day, following the introduction of the teams. Both teams are to be on the ice, facing the flag, with helmets off.

Playing Time: Refer to Minnesota Hockey Handbook, page 30, (I) Playing Time.

Playing Rules: USA Hockey Rules, as modified by MN/Hockey. Refer to MN/ Hockey Handbook, specifically PG 27,

Playing Rules, PG 30, Tournaments, and PG 41, Tournament Supplement

1. Games for Junior Gold and younger will consist of three 15 minute periods of actual playing time. Start times shall be scheduled at one hour and 45 minute intervals. In District tournament play, games for Junior Gold and younger

will consist of three 12 to 15 minute periods of actual playing time as determined by the cognizant District director.

2. During District, region and state tournaments, running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6), stop time shall again begin.
3. Where running time is used in District, region or state tournament play, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. Penalties shall begin at the faceoff immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
4. Any player receiving 5 penalties in a single game will be ejected for the remainder of that game. They will be given a game misconduct and will also be required to sit the next game. If the game they earn the game misconduct is their last game, this penalty will carry over to the following season.

Breaking of Ties

1. In case of a tie at the end of the regulation playing time in region or state tournament games, the teams shall change goals after the third period and stay that way through out all overtime periods. Sudden victory overtime play shall ensue using the following format.

- a. Two (2) minute rest
- b. First overtime period – ten (10) minutes – five on five
- c. Two (2) minute rest
- d. Second overtime period – ten (10) minutes – five on five
- e. Resurface the ice
- f. Remaining overtime periods - ten (10) minutes - five on five followed by two (2) minute rests.
- g. Resurface the ice after every three (3) periods.
- h. In the event of a penalty, regular game rules would apply.

This plan of play shall continue until one team scores. If the teams remain tied after three ten-minute periods of sudden-victory over time, the tournament director, in the best interest of the tournament, has the option of calling the game and playing it off at a later time.

Time-Out: Each team is allowed one time-out per USA Hockey rule 637 [e]

Referees: All on-ice officials will be registered with USA Hockey and will display the USA Hockey patch on their sweaters. All decisions of the referees are final.

Medical: Qualified medical personnel, as outlined in [M] page 31, of the Minnesota Hockey Handbook, will be present at each game.

Goal Judges: Goal judges, optional for Districts, Regional and State Tournaments.

Uniforms: The highest seed team in a playoff game will be designated the home team and will wear their light colored jerseys and have the last line change. Teams not having contrasting colored jerseys are required to notify the tournament chairperson prior to the start of the tournament.

Note: Each team is required to bring **both sets of jerseys to each game. Reference Minnesota Hockey Handbook, page 30, (G).**

Conduct A: Fighting during any game in this tournament will not be tolerated. Referees are instructed to eject any player who drops his/her stick or gloves or otherwise engages in fighting, regardless of provocation. Flagrant fighting, with deliberate action to injure, determined at the sole discretion of the Referee-in-charge, will result in the disqualification of the offending player from the entire tournament.

Conduct B: This tournament will strictly enforce the policies by USA Hockey for Zero Tolerance, Sexual Abuse and Physical abuse. Any player, coach or fan that is ejected from any game for disputing the calls of referees and/or tournament officials, taunting players and/or coaches, using profanity and/or obscene gestures or any other acts of inappropriate conduct will be barred from entering the arena [s] for the balance of the tournament. Team Managers and/or coaches are responsible to communicate this ruling to their fans.

Protests: Refer to Page 30, Section IX. Protests on page 30 of the Minnesota Hockey Handbook.