

# Red White & Blue (U8) Tournament Rules v2

## General Rules:

- This is a USA Hockey sanctioned Tournament, using USA Hockey rules. All teams must be registered with USA Hockey or the Canadian Hockey Association. All teams must provide a copy of their certified USA or Canadian Hockey roster prior to their first game of the tournament. Only players who appear on the team's certified roster may participate in any game during the tournament.
- Any team using a non-rostered player in any game will forfeit the game and will not be eligible to advance to the GOLD championship game. In this situation no entry fees will be refunded.
- Players are required to wear all equipment mandated by their respective governing body.
- Teams should be ready to enter the ice surface for the warm-up period up to ten minutes prior to the scheduled start time. If the tournament is running ahead of schedule, teams are expected to be ready to play.
- Referees will be instructed to strictly enforce zero tolerance rules. The Boulder Tournament and the host arena reserve the right to remove from the arena players, coaches or spectators who violate USA Hockey zero tolerance policies.
- Protests of games shall not be accepted or considered for any reasons. Decisions of on-ice officials are final. Decisions by the Boulder Tournaments related to game suspensions and tie-breakers are final.
- Games may be stopped and ended if, in the judgement of tournament officials, continuing play is deemed to not be in the best interest of the tournament, participants, spectators, officials, etc. The final score and outcome of the game will be decided solely by the Boulder Tournament based on the current score, time remaining and situation which lead to suspension of the game.
- When a team forfeits a game for any reason, all games in the preliminary round for that team, played or not, will be officially recorded as a 3-0 loss for the purposes of determining tournament standings. A team forfeiting a game is not eligible to play any GOLD game. It should be noted that the purpose of this rule is to absolutely discourage forfeits for any reason, as this causes another team to miss a tournament game. Entry fees will not be refunded to teams forfeiting any games.
- The Tournament Committee reserves the right to modify any rule or regulation which is deemed not in the best interest of the Tournament or Youth Hockey. All decisions made by the tournament committee are final. No Protests Allowed.

## Equipment

- Cross-ice boards should be used at the redline for all RWB games
- Goals shall be Jr size, measuring 48" X 36".
- Goalies shall wear complete goalie equipment meeting HECC requirements (no street hockey pads) including stick. It is strongly recommended goalies at Blue and White levels be done on a rotation so all players are given an opportunity to play the position, both to identify future interest but also develop a respect for the position.
- Blue Pucks **only** are to be used.

## Games

### Format

A game is defined as a half ice event between 2 teams. It is expected 2 games will be taking place simultaneously on each half of the ice. However, for clarity in regulations below, a game is only 1 half ice event.

- All RWB games shall be played half ice, red line to end of rink, both sides
- Games shall be 5 vs 5
- 1 Referee per game shall be present.
- Score will be kept via a flip card controlled by a volunteer on one half of the ice and the other half will be on the scoreboard where the time clock is.
- Each team plays three round robin games against the other three teams in their division. Games may end in a tie. Standings after the three round robin games will determine which teams play in their Division GOLD, BRONZE games or in a Consolation game on Sunday.

### Time Keeping

Game time will be regulated by a single running clock for both games simultaneously.

- The Curfew Clock shall be set at 50 minutes.
- The game clock (scoreboard) shall have a 3 minute countdown for warm-up.
- Immediately following the horn at the end of the 3 minute warm up period, 23 minutes shall be put on the game-clock and started to run continuously.
- The time keeper shall sound the horn every 1.5 minutes to indicate a line change.
- After 23 minutes, there will be a 1 minute break. Teams shall switch ends, with goalies skating to opposite goals during the break.
- In the event of an injury or other delay: If the delay is during the first 23 minute period, the game clock shall stop, and resume once play is ready to start. After the 1 minute break, the game clock shall be set to match time remaining on the Rink Curfew clock and run continuously. If the delay occurs during the 2nd period, no action with regards to the game clock shall be taken, it will continue to run leaving whatever time is left for the remainder of the game once play resumes.

**It is the coaches' responsibility to manage their bench and players so as to maximize ice time for game play.**

## Play

These guidelines are to promote a near continuous game flow, with play stoppage only for goals and injuries.

- Each referee shall have 2 Blue pucks on their person throughout game play
- The referee shall indicate a valid goal with **both** a vigorous arm signal and whistle.
- After a valid goal, the referee shall instruct players on the scoring team to move to center ice (of half sheet playing surface), and toss the 2<sup>nd</sup> puck in his possession **behind** the net, allowing the scored-upon team first possession, then recover puck in net.
- For whistles for goalie covering the puck, the referee shall instruct offensive players to move to center ice (of half sheet playing surface), then toss the puck **behind** the net, allowing defending team first possession.
- On a line change horn, the referee shall pick up the puck, and once ALL players have cleared towards their respective benches, the referee shall toss the puck against the boards opposite the benches at the half sheet center line. This will facilitate **continuous play**, as entering players will rush from the bench to the free puck.
- In the event of an injury whistle, all players will be instructed to return to their bench by the referee and remain there until the injured player has left the ice. A face off shall take place at center ice (of half sheet playing surface) after all injury whistles.
- As per USAH/ADM Guidelines, **double shifting is not allowed**. Coaches should work diligently towards balanced and equal ice time for all players during a game, excluding the goalie position.

## Penalties

- All USAH rules will be followed.
- As per ADM guideline, penalties shall be enforced as follows: When a penalty is called by the Referee, the player receiving the penalty shall return to their bench and leave the ice immediately, resulting in a man down situation for the duration of the shift. Any subsequent penalties in the same shift will allow a substitute player for the 2nd and subsequent penalties, resulting in the penalized team never being down more than 1 player. At the next line change teams will return to even strength regardless of number of penalties.
- **NO PENALTY SHOTS WILL BE PERFORMED**

## Timekeeper and Scorekeeper for each game:

- Timekeeper for the game will also be the scorekeeper for one side of the rink.
- The other side of the rink will have a scorekeeper who stands in the penalty box for the side he/she is responsible for with a flip chart. The flip chart score is updated as each team scores.
- Each scorekeeper is responsible for marking each penalty called with an approximate time on the scoresheet.
- At the end of the game, the scorekeeper records the score of the game on the scoresheet and turns it in at the Tournament office. The Tournament office records the score on the standings boards located in the rink and online.

## Determination of Standings:

- Each team plays in three round robin games within their Division. Teams will be awarded points in round-robin play according to the following:
  - A) Two points for a win
  - B) One point for a tie
  - C) Zero points for a loss
- Standings will be compiled by the tournament director and staff and posted at the rinks. Teams will be ranked within their tournament division by the total number of points obtained. In the event of a tie in points, final standings will be determined by the following criteria:
  - a) Head to head competition – With 3 or more teams tied, all teams must have played each other and there must be an obvious winner. If not we skip Head to Head and go to Most Wins.
  - b) Most wins
  - c) Goal differential (5 goal maximum per game) between the tied teams, if all teams have played each other.
  - d) Goal differential (5 goal maximum per game) in all games.
  - e) Fewest goals against in games involving only the tied teams, if all teams have played each other.
  - f) Fewest goals against in all games
  - g) Fewest Penalties in all round robin games
  - h) Coin Toss
- If multiple teams are tied, as we move down the list of tie-breakers, we will never move back to the top of the tiebreaker list. For example, if three teams are tied and head-to-head and most wins do not settle the tie, but goal differential decides a winner, ties between the remaining teams will be decided by moving down the list to fewest goals against, etc..

## GOLD & BRONZE Game Tie-Breaker:

- If a GOLD or BRONZE game ends in a tie the following tie-breaking procedure will be followed:
  - a) Shootout (3 players/team – each player may only shoot once) – most goals wins
  - b) If shootout ends in tie, sudden death shootout until winner is decided (each team must continue through their roster until all players have taken a shot except the Goalie). If the shoot-out is not decided, players will continue to shoot in the same order as their first shots.