

## 2018 Battle by the Bay AAA Tournament Rules

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1. Signed roster/waiver forms must be turned in and birth certificates available for review before team's first game. Any teams found to have non-rostered players participating on their team will forfeit all games in which the non-rostered player participated.
2. All games will be played under USA Hockey rules unless otherwise stated and all officials will be USA Hockey certified.
3. No icing of the puck during shorthanded play.
4. EMT's will be present at each game of the tournament.
5. Twenty players per roster maximum and must consist of only those players listed on roster submitted at team check in. Players may not be rostered on more than one team.
6. The team listed first in the bracket will be home. Home Team will wear light jerseys and use player bench marked home.
7. Each game will consist of a 4 minute warm-up. All levels will play (3) 15 minute stop time periods at all levels.
8. Teams must be prepared 20 minutes prior to scheduled game time to take the ice at the conclusion of the previous game if the ice is not being resurfaced or as soon as the ice is ready if there is a resurfacing. Warm ups will start prior to the scheduled game time.
9. Running time will be used at any time when a team is ahead by 6 or more goals or if a team has a 5 goal or more lead in the 3rd period.
10. Ice will be resurfaced every two periods at the boys 2003-2005 levels and also the 12u & 14u girls levels.
11. One (1 minute) timeout per team per game and one minute break between periods.
12. There will be no overtime in pool play. All final round games will utilize a five minute running time 4 on 4 OT session, and if still tied all non-championship games will go to a 3 player shootout, home team shoots 2nd. If still tied after 3 person shootout, a 1 person sudden victory shootout (each team has one attempt) will determine the winner. Team must use all skaters once in shootout before anyone shoots twice. CHAMPIONSHIP GAMES: If still tied after first 4 on 4 OT, five minute running time 3 on 3 OT sessions will be played until a team scores with a 1 minute rest between sessions. There will be no resurfacing and teams do not change ends.
13. Penalties:
  - Minor Penalties 2 minutes;
  - Major Penalties 5 minutes;
  - Misconduct 10 minutes;
  - Fighting = automatic game misconduct (player is out for the balance of the game & the next game)
14. Any major misconduct penalty with intent to injure will result in ejection for the remainder of the tournament, pending review by tournament officials.
15. Any time an EMT assesses an injury on the ice; the injured player must remain on their bench for 2 minutes of game time before returning to play or be removed from play if serious injury occurs.
16. Checking will be allowed at the 2003, 2004, and 2005 boys levels. Mouth guards must be worn at all levels.
17. Slapshots will be allowed at all levels.
18. Tag-up Offsides will be utilized at all levels.
19. Pool Play Points:
  - 2 points for win,
  - 1 point for tie,
  - 0 points for loss unless otherwise specified
20. Pool Play Tiebreakers:
  - 1) Head to Head (if 2 teams),
  - 2) Most Wins
  - 3) Fewest Losses
  - 4) Fewest Goals Allowed,
  - 5) Goal differential (max +6 per game).If still tied, a coin toss will be used.
21. Girls Levels birth years as follows: 8u= 2009 & younger, 10u = 2007 & younger 12u = 2005 & younger, 14u = 2003 & younger, U16= 2001 & younger.
22. Rule enforcement is at the Tournament Director's Discretion.

**THANK YOU FOR PARTICIPATING IN OUR TOURNAMENT!**