



# **CODE OF CONDUCT & TOURNAMENT RULES**

USA Hockey playing rules will govern tournament play, except as modified herein;

Thank you for participating in our tournament!

It is the intent of the Malone Minor Hockey to provide a fun and competitive tournament for all participants and spectators. Improper or abusive behavior will not be tolerated. It is the responsibility of each coach to control their team and their spectators' behavior on and off the ice, and to exemplify and embody good sportsmanship.

## **CODE of CONDUCT**

Anytime players are in the locker rooms during the tournament, a USA Hockey certified coach/manager must be present.

Malone Minor Hockey (MMH) will not be held responsible for any damages and will charge back the association using the facility the full amount of any and all damages. Each team is expected to leave the locker room in a clean state after each game.

Members of the BarDown ShowDown Tournament committee, sponsoring organizations and MMH will not be held financially responsible for any accident, or injury, incurred by any players, coaches, team officials or spectators. Organizations and teams are responsible for their own insurance.

There is a no protest policy for this tournament, ALL referee decisions and any made by the Tournament Director and/or Committee are FINAL.

## **The USA Hockey ZERO TOLERANCE RULE is in effect for all games.**

All players, coaches, team officials and spectators are expected to conduct themselves in a sportsmanlike manner at all times while observing or participating in tournament activities. Individuals exhibiting behavior which could be construed as unsportsmanlike could be subject to actions including banishment from tournament activities and if necessary, criminal prosecution.

### **General Rules applying to ALL levels**

All players must be recognized by national governing bodies of the US (USA Hockey) and/or Canada (CAHA).

Only players, coaches and tournament officials, recognized by the tournament committee, will be allowed on or near the player benches, penalty boxes and official scoring table.

All teams must be ready to play at least 15 minutes prior to their scheduled game time. In addition, please arrive at least 45 minutes prior to the start of your first game for registration and any necessary clarifications.

- There will be a 3-minute warm-up period at the beginning of each game and one minute allowed between periods.
- The ice will be resurfaced as scheduled unless the condition of the ice warrants otherwise.
- **Any player or coach ejected from a game will receive an automatic disqualification for the next scheduled game.**

Any discrepancy or error found or identified in this document will be resolved by the Tournament Committee, with assistance as needed from the President of the Malone Minor Hockey and the Referee in-Chief for the North Section of New York State Hockey.

## **Tournament Rules**

- \* Each team is guaranteed six games at all of the levels (unless format dictates differently).
- \* All games will be 28 minutes running time and will be half-ice. The first game listed on the schedule will be played on the half closest to the lobby. Each game will start with a faceoff.
- \* All line changes will be made every two minutes at the sound of the horn/buzzer. Referee will place puck in a neutral area to avoid any team advantage.
- \* If an injury occurs then the referee will stop play. The clock operator will stop the clock and sound the horn at an appropriate time, as to not effect a scoring opportunity in the non-injury game. Both games will resume at the same time after the injury is taken care of.

\* No timeouts during Round Robin play. One, 1-minute timeout will be allowed during Championship games.

\*All teams must be ready to go on the ice 15 minutes prior to game time.

\*All referee decisions are final. No protests will be entertained. Remember we are here for the kids and all of the referees are volunteers.

\* The referee will blow the whistle in the following instances:

- When a penalty is assessed resulting in the player being sent to the bench. All penalties will result in the player being sent to the bench and replaced with a new player on the ice. There will be no penalty shots for called penalties.

- When a goalie creates a stoppage by covering the puck – the attacking team falls back to mid-ice and the defending team takes the puck behind its net.

- When a goal is scored, the attacking team falls back to mid-ice and the defending team takes the puck behind its net. The referee needs to clearly signal a goal to the official game-scorer who is located in the timekeeper's booth. The referee will also blow their whistle to restart play once the opposing team has retreated and the attacking team has the puck behind the net.

- If a puck is shot over the center ice divider then the team responsible for shooting the puck over will fall back to mid-ice to defend and the other team will take the puck behind their own goal.

- When the game is finished. Players will line up and Player of the Game Award will be given to a player on each team.

\* Only goalies can be rostered for two teams in the tournament. NO skaters will be allowed to play on multiple teams unless an injury/sickness occurs during the tournament. If an unforeseen circumstance occurs in regards to this rule, then please address the issue with the tournament director and a decision will be made through the director and tournament committee.

\* Each game will have a total of 4 points. Teams will receive 2 points for a win, 1 point for a tie, and 0 points for a loss. (There will be ties allowed during round robin play). Each half will also be worth 1 point for the winning team.

\* In the event of a tie for seed after round robin play, the following procedure will be utilized:

1. Head-to-head.
2. Least goals allowed in round robin play.
3. Goals for/goals against.
4. Coin toss

\*If a tie occurs during the playoff games, the following procedure applies:

1. There will be a three-minute, sudden death overtime session. Play in overtime will be 3 on 3 with a goalie. If a team scores, the game is over. If no team scores during the 1<sup>st</sup> overtime, a second three-minute overtime period will be played, 2 on 2 with a goalie. If a team scores, the game is over.

2. If the game remains tied after the two overtime session, each team will choose three shooters for a shootout. All three shooters will shoot and the shootout score will determine the winner. If it is still tied at this point, each organization will choose a different shooter to continue the shootout until a winner is declared. All players must be used before a player can go a second time.

Please remember we are here for the children! We will have raffles and tables set up throughout the lobby area. All proceeds will go to Malone Minor Hockey's 8U Teams, so please help our teams!

Play Hard & Good Luck!