

ST. MARGARET FALL FACE-OFF

2019 Tournament Rules



GENERAL REQUIREMENTS

- Game Dates:** The preliminary round of the tournament shall be played on Tuesday, September 3rd; Wednesday, September 4th; Thursday, September 5th; and Monday, September 9th. The semifinals and finals will both be conducted on Wednesday, September 11th, so teams advancing to the finals must commit to playing two games in the same night. All participating teams must be available to play on all dates of the tournament. No scheduling requests will be honored to accommodate any type of conflict.
- Game Times:** All participating teams must be available to play as early as 5:00 PM on the listed tournament dates. The final game of each night is scheduled to start at 9:30 PM, so teams shall also be available to play in games that finish as late as 11:30 PM.
- Quantity of Games:** All teams are guaranteed a minimum of 3 games as part of the preliminary round, each on a separate night. The four pool winners shall play a 4th game as part of the semifinal round, and the two semifinal winners shall compete in a 5th game for the tournament championship. Any team that fails to appear for a scheduled game shall be charged with the direct costs of that game (ice time, game personnel, etc.), and the opponent shall be given a \$400 refund due to the game not being played.
- Registration:** USA Hockey and the Mid-American District require that this tournament is sanctioned by the District and that all participating teams, players, and coaches are fully registered with USA Hockey.

GAME ADMINISTRATION

- Player Eligibility:** Each player must attend the high school represented by the association and must appear on the approved USA Hockey roster for the team, which shall be submitted to the Tournament Director prior to the start of the tournament. Any team that uses an ineligible player shall forfeit all games in which the player participated and shall be deemed ineligible for advancement, no matter their record. All special roster/eligibility requests shall be submitted to and approved by the Tournament Director prior to the player participating in a game.
- Game Lineup:** Teams shall have the option of dressing a maximum of 18 skaters with 2 goaltenders or a maximum of 17 skaters with 3 goaltenders per game. A maximum of 4 coaches per team are permitted on the bench during a game. All players and coaches participating in a game must be listed on the team lineup of the game's scoresheet.
- Suspensions:** The USA Hockey minimum suspension guidelines shall be strictly enforced, in accordance with the USA Hockey Rulebook.
- Game Personnel:** Each team must supply one responsible adult to assist with the timing and scoring of the game, as well as one responsible adult to monitor its penalty box for the duration of each of its games. Those two persons shall report to the scorer's box prior to the start of the game's warm-up period. The tournament will arrange for two on-ice officials and an Emergency Medical Provider for each game.
- Equipment:** Equipment specifications and requirements shall be in accordance with the USA Hockey playing rules.

6. **Uniform Colors:** Each team shall have two color options for uniforms (jerseys and socks) at all games – a white-based uniform and a dark-colored uniform. Home teams shall get to select their primary uniform color for the game and must inform the opponent at least 30 minutes prior to the start time. The away team shall then wear a uniform color that is not in visual conflict with the home team. In the event of a potential color conflict, the Tournament Director shall issue a decision to resolve the matter.
7. **Dispute Resolution:** The Tournament Director is empowered to make all decisions, resolve all disputes, address all matters of protest, and handle all supplemental discipline throughout the tournament. All such actions must be made in accordance with USA Hockey By-Laws. The Tournament Director's decisions shall be final regarding all tournament games.

PLAYING RULES

1. **Governing Rules:** The USA Hockey "2017-21 Official Rules of Ice Hockey" shall apply to all tournament games, with any variations cited within these Tournament Rules.
2. **Icing Infractions:** Icing situations shall be initiated only from a team's defensive zone, making the defensive blue line the delineation for icing (instead of the center red line). Icing shall only be waived if the initiating team is shorthanded, if the puck first makes contact with a non-offending player, if the puck does not cross the far goal line, and/or if the puck goes into the opposing net. Icing shall not be waived based on a determination by an on-ice official that a non-offending player could have touched the puck prior to the completion of the icing scenario.
3. **Neutral-Zone Face-Offs:** All face-offs prescribed by the playing rules to take place in the neutral zone shall be conducted only at the center-ice face-off dot. As such, only the 5 face-off circles on the ice surface shall be used for face-offs.
4. **Power Play Face-Offs:** The face-off immediately following the assessment of a penalty that causes a team to be reduced in manpower shall take place in that team's defensive zone, on the side of the ice nearest the last play.

GAME PROTOCOLS

1. **Start Times:** All games shall start at the scheduled start time, as listed on the official tournament schedule. Any game with an option of starting early due to a previous game ending early will be addressed only by the Tournament Director after consultation with both participating teams and the on-ice officials. A game shall not be delayed beyond its scheduled start time due to the need of either team.
2. **Warm-up Period:** A pregame, warm-up period shall consist of 5 minutes and start at the time both teams have entered the ice surface. Players are not to cross the center red line during the warm-up period except in the natural occurrence of entering the ice surface.
3. **Length of Game:** Three, 17-minute, stop-time periods shall be played in all games. There shall be no curfews, but a "running clock" may be implemented under the provisions of Running-Clock Scenarios. There shall be no overtime period, but a shootout shall be conducted for all tournament games with a tied score at the end of regulation time, as outlined in these rules under Shootout Procedures.
4. **Running-Clock Scenarios:** If the goal differential reaches 6 goals or more at any time beyond the first period, the clock shall run continuously, except for stoppages involving goals and penalties. Play shall revert to stop-time if the goal differential is subsequently reduced to 4 goals.

5. **Intermissions & Resurfacings:** The ice shall be resurfaced prior to the start of each game's warm-up period. The first intermission shall be 1 minute in length. The second intermission shall be 10 minutes in length, at which time the ice shall be resurfaced again. Teams shall not return to the ice until the 10-minute intermission has fully expired and the resurfacing has been completed. The ice shall not be surfaced at the second intermission if a running-clock scenario is in effect, which shall be replaced by an intermission of 1 minute in length.
6. **Timeouts:** Each team shall be allowed one timeout per game of 30 seconds in length.

SHOOTOUT PROCEDURES

1. **Protocol:** The referees shall instruct all players to return to their respective benches at the end of the third period and shall signal for the shootout to begin immediately.
 - a. All players must remain fully inside the team bench throughout the shootout unless he is a goaltender participating in the shootout or a skater attempting the current shot.
 - b. No warm-up activity using pucks may be used by any player – including goaltenders – prior to the shootout, and no warm-up activity of any kind shall be granted to any player once the shootout begins.
 - c. A different goaltender may be used at any point of the shootout as long as that goaltender meets the eligibility requirements. No additional time shall be permitted for changing a goaltender.
2. **Participation:** In order to be eligible for the shootout, a player must meet all of the following criteria:
 - a. The player must have been listed on the game roster and be in full uniform at the end of the overtime period.
 - b. Players who were injured during the game are still eligible to participate in the shootout if the player has not been removed from the game by the directive of the Emergency Medical Provider.
 - c. A player who was serving a penalty at the conclusion of regulation time is not eligible for the shootout.
 - d. Goaltenders are not eligible as shooters; skaters are not eligible as goaltenders.
3. **Format:** The shootout format shall be:
 - a. The goaltender from each team shall defend the net closest to her team's bench throughout the shootout.
 - b. The current shooter from each team shall enter the center-ice circle to obtain a puck, and both shooters shall conduct his shot simultaneously, as initiated by a referee's whistle. Shooters causing an undue delay in their shot shall have their shot nullified, at the discretion of the referee.
 - c. All shots shall be governed in accordance with USA Hockey rules for Penalty Shots.
 - d. The shootout shall consist of 3 rounds unless, at any point, one team holds a shootout lead greater than the number of shooters remaining for the opposing team.
 - e. Teams must use 3 unique shooters, each of whom meets the participation requirements of the shootout.
4. **Tiebreaker:** If the shootout score is tied after 3 rounds, sudden-victory shootout rounds shall be initiated:
 - a. Each team shall designate 1 eligible shooter at the start of the round, and there shall be no restrictions on the number of times an eligible shooter can be used in the tiebreaker rounds.
 - b. A winner is determined by one team scoring in the same round that the other team does not.

TOURNAMENT STANDINGS

1. **Points System:** Each tournament game is worth 3 points. Points are awarded to the participating teams in accordance with the result of the game:
 - a. 3 points for a win in regulation time
 - b. 2 points for a shootout win
 - c. 1 point for a shootout loss
 - d. 0 points for a loss in regulation time

2. **Standings:** The teams in each pool shall be ranked according to their total points accumulated in the tournament. The official standings shall be compiled by the tournament staff and shall be posted in a visible area at the host rink, as well as updated nightly on the tournament webpage.
3. **Tiebreakers:** In the event of a tie in the standings at the conclusion of the preliminary round, the tiebreaker system will be used to rank these teams. If one team involved in the tie owns tiebreaker advantage over all teams involved the tie, that team shall advance. If a team has tiebreaker disadvantage over all teams involved in the tie, that team shall be eliminated. Any time a team is removed (advances/eliminated) from the tie but multiple teams remain, the tiebreaker system starts over from the top.
 - a. Most points in head-to-head games involving the tied teams
 - b. Best goal differential in head-to-head games involving the tied teams (maximum of 6 per game)
 - c. Least amount of goals against in head-to-head games involving tied teams
 - d. Fewest penalty minutes in head-to-head games involving the tied teams
 - e. Most non-shootout wins in all games
 - f. Most total wins in all games
 - g. Best goal differential in all games (maximum of 6 per game)
 - h. Least amount of goals against in all games
 - i. Fewest penalty minutes in all games
 - j. Coin flip

SEEDING AND ADVANCEMENT

1. **Pool Play:** The teams shall be split into four pools (A, B, C, & D) of four teams each, and each team will play three preliminary-round games against opponents within the same pool. The top team from each pool, based on the Tournament Standings, shall advance the semifinals.
2. **Semifinals:** The semifinals shall consist of the four pool winners. The team from Pool A shall play the team from Pool B, and the team from Pool C shall play the team from Pool D. The teams from Pool A and Pool C shall be the home teams. The winners of the semifinal games shall advance to the championship game, with the winner of the A vs B semifinal game being designated as the home team for the final game.
3. **Championship Game:** The championship game shall consist of the two semifinal winners. The winner of the semifinal game involving Pool A and Pool B shall be the home team for the championship game.
4. **Championship Presentations:** A tournament championship banner will be presented to the winning team at the conclusion of the final game. No spectators shall be permitted on the ice surface during championship celebrations for any reason, including photography.