

HAC TOURNAMENT RULES

Game Rules: Unless otherwise noted by the tournament director, USA Hockey Rules are enforced at all times, including neck guards.

Game Timing Rules:

- All games will consist of three **12 minute** stop time periods.
- A **6 or more goal differential** in the 3rd period will constitute the start of running time.
 - If the goal differential is **reduced below 6**, stop time will resume
- Except for during seeded games, there are no time-outs.
- Teams get one 1 minute timeout in a championship game that may be used at any stoppage.
- **The referees and tournament staff have the authority to change any game to stop or running time based on circumstances of the point system & game.**
- In the case that games are running ahead of schedule, teams may be required to **start their game up to 20 minutes prior to their scheduled start, otherwise at risk of forfeit.**
- Teams are responsible for knowing what time their games are and for being ready on time.

Tournament Point system:

- Every game will be worth 2 points as a whole.
- 2 points for a win, 1 point for a tie, 0 points for a loss.
- In the event there is an odd number of teams in a division, the team that plays the extra game will receive **75%** of their total points earned.
- In all semi-final and championship games, the point system no longer matters. Games become about the game score only.

Penalties and Discipline:

- All penalties will align with current USA Hockey Standard Rules of Play.
- Periods 12 minutes or less, 1:00 Minor, 3:00 Major, 3:00 Match, 6:00 Misconduct
- Periods more than 12 mins but less than 17, 1:30 Minor, 4:00 Major, 4:00 Match, 8:00 Misconduct
- Periods 17-20 minutes, 2:00 Minor, 5:00 Major, 5:00 Match, 10:00 Misconduct

- **Any player who receives a fighting penalty shall be ejected for the remainder of tournament games.**
- ***Any acts of discipline may be enforced by the tournament staff at any time, regardless of whether a penalty was called during play, or what kind of penalty was called.***
- If a team has to forfeit a game for any reason, the final score will be logged as 6-0 unless there is a larger margin during the game at time of forfeit.
- There is **Zero Tolerance** for swearing by players, coaches or parents, and the tournament staff reserves the right to ban anyone from the rink for the duration of the tournament for using foul language, or any inappropriate act deemed by tournament staff.
- Only players who were on an approved **USA Hockey Roster** provided before the tournament starts AND appear on the scoresheet are eligible to play in the game.
- Players must participate in 50% of pool games to be eligible to play in bracket games.

Ties in division standings will be broken by:

1. Head-to-head
2. Least Total Goals Against
3. Least Total Penalty Minutes (Penalties against coaches count)
4. Coin Toss

Championship Game Overtime:

- Tied games after regulation in the championship will result in a 5 minute, 3 on 3, stopped time, sudden victory period.
- A penalty during overtime will result in a 4 on 3 power play, upon the release of the penalized player, the play will move to 4 on 4 until the next puck drop, then it will go back to 3 on 3.
- If neither team is victorious, a three round shootout will decide the winner.
- **The home team (higher seed) will have the option of shooting first or second.**
- The order will stay the same in all rounds, based on the home team's decision.
- If the teams are tied after three rounds, it will go to a sudden death one round with the same order until a winner has been decided.
- In the case that all players have been used without a successful outcome, the coach can choose any player to be the shooter (the same player may be used until game is completed)