

# 2009 FALL KICK-OFF TOURNAMENT – RULES AND GAME FORMAT

## **Tournament Rules:**

Please be aware that we will follow all USA Hockey rules and that there will be a strict ZERO TOLERANCE policy in effect for all players, coaches, parents, fans, etc. Remember, everyone is here to have fun and should not have to tolerate abusive behavior. Do not ruin the fun for everyone involved. If you feel that someone is in violation of these policies, please contact the tournament director and/or the arena manager. In addition to these rules, please be aware of the following items:

1. Prior to each team's first game, proof of all rostered players 09-10 USA Hockey registration must be presented.
2. Each team should have a light and dark jersey. If not, captains will need to work together to resolve any conflicts. If one should still exist after discussion, pullovers will be provided for loan.
3. Teams must be prepared to play up to 10 minutes early. Any team not ready to play early may be forced to forfeit.
4. Forfeits will result in the non-offending team to be credited with a 1-0 victory, and awarded three points.
5. All decisions, penalties, and suspensions handed out by the officials are final. If you should have a concern, contact the tournament director. DO NOT approach the officials.
6. All games will be three 13-minute stop-time periods. (60-minute time slots)
7. There will not be a curfew on these games. However, the tournament director and/or the on-ice officials have the right to enforce one if needed.
8. Should the goal differential of a game reach five(5) or more in the 3<sup>rd</sup> period, the clock will go to run time. The clock will stop if the score goes below a five(5) goal differential, any injuries, time-outs, or at the discretion of the officials.
9. No checking is allowed. Remember, some contact is permitted, but checking is not. Penalties will be assessed per USA Hockey guidelines.
10. Any player assessed a Fighting major or a Match penalty will be removed from the tournament with no refund.

## **Tournament and Game Format:**

1. Each team will play 3-4 round robin games (final # pending division size). All Round Robin games can end in a tie. Points for each game will be awarded as follows:
    1. 3 Points for a win
    2. 1 Point for a tie
    3. 0 points for a loss
  2. At the completion of the round robin, all play-off game match-ups will be determined by final point totals awarded during the round robin games. If there is a tie in the standings, the following tie breakers will be used:
    1. Highest Points
    2. Head to Head
    3. Fewest Goals Against
    4. Fewest PIM's
    5. Coin toss
  3. All consolation games will be three 13-minute periods. However, if regulation ends tied, then the game is considered a tie. No OT or SO.
  4. The championship and semi-final games will consist of three 13-minute periods (75-minute time slot). If regulation play ends in a tie, the following steps will take place to determine a winner:
    1. 5-minute, 4 v 4 stop time overtime period
    2. 3-man shoot-out.
    3. Sudden death shoot-out.
- Upon completion of the championship game, awards will be presented to each team.