

2010 Mite “Spring Fever” Tournament

Tournament Rules and Procedures

- A- USA Hockey rules will govern all tournament games.
- B- The format will be Round Robin the two teams with the most points will advance to the championship game.

C- **After three games are completed, final standings will be based on the following:**

- (1) 2 points for a win
- (2) 0 points for a loss
- (3) In the event of a tie each team will receive 1 point, an additional point will be given to the winner of the shootout.

D- **GAME FORMAT**

All games will be played with 10-minute periods.

If a preliminary round ends in a tie, there will be a 5-player shootout. If still tied, there will be a 4-player shootout (4 different players from the previous shoot out), then 3-player etc. Until a winner is determined. (All rounds must use different shooters until all players from your roster have shot).

In the championship game only, if a tie exists after regulation, one 5 minute 4 on 4 sudden death overtime period will be played. If a tie still exists there will be a 5-player shootout. (Shoot out format will be the same as preliminary rounds). Until a champion is determined.

- E- **PENALTIES** – Minor penalties 2:00, major penalties 5:00, and misconduct will be 10:00 minutes in length.

- F- **Tie Breakers** - In the event of ties in the standings after the preliminary round games; the following tie breakers will be used:

- 1. The results of the games between all teams that are tied at a particular level in the following order.
 - (A) Head to head competition
 - (B) Fewest goals allowed
 - (C) Greater difference: goals for vs. goals against

(Fewest goals allowed and goals for vs. goals against will be tallied from a 3 period regulation game. Shoot out goals will not count toward these totals).

- 2. If a tie still exists after applying the above formulas, the tie breaker Goes to the team with the least penalties in all of the games played by

Each team.

3. If the tie continues to exist the tie will be broken by a coin toss.

- G- **Shoot Out Format** – In the shoot out format in the preliminary round and the championship games we will need the numbers of the shooter in the order they are going to shoot. First 5 players, second 4 players, third 3 players ECT. Until a winner is determined.
- H- **Warm-up Period** – A 3 minute warm – up period will precede each game. The 3 minutes will begin when the Zamboni doors close, regardless of whether or not the players are on the ice.
- I- **Running Clock** – If a team obtains a lead of 5 or more goals during the game, the timekeeper will begin a running clock until the game ends or the goal differential becomes less than 5. The following exceptions apply:
 - 1. Goals: The clock will be stopped when a goal is scored and will be started again when the puck is dropped.
 - 2. Penalties: The clock will be stopped long enough to list the penalty then immediately started.
 - 3. Injuries and official's time-outs will stop the clock until the ensuing face off.
- J **Home Team-** are listed first team listed and will wear Light colored jerseys and Occupy the benches designated as "Home".
Visiting Teams- will wear dark colored jerseys. (Unless teams playing each other agree otherwise).
- K- **Penalty Box-** Each team is required to furnish an adult penalty attendant. Player or children under 18 do not qualify.
- L- **Credentials-** All teams must present a USA Hockey roster, and consent to treat waiver prior to their first game.
All rosters must have a number and signed by your District Registrar.
- M- **Starting Time-** Teams must be ready to take the ice 30 minutes ahead of their scheduled starting time. In the event a game ends early, the next game will be started up to 30 minutes ahead of schedule. Failure to be ready on time could result in a forfeit.
- N- **Insurance-** Each team is responsible for insurance and medical care relative to involving players.
- O- **Locker Rooms-** Teams are responsible for the conditions of the locker rooms and benches, which they occupy. Leave them as clean as you found them. If you find an

unacceptable condition, please report this to the rink management so that you will not be held responsible of the area.

P- Forfeits- If a game is forfeited, the official score will be recorded as 1 – 0. Points and tiebreaker considerations will be based on this score.

Q- Protests- No protests will be allowed.

R- Timeouts- Each team is permitted one time out per game.

S- The game is in the hands of the on-ice officials. There will be Zero Tolerance for abuse of referees by anyone.

T- No alcohol or smoking is allowed in this rink at any time.

WAIVER OF RESPONSIBILITY

Columbus Youth Hockey Inc. and all of the fore mentioned representatives and volunteers are not liable for any personal injury, property damage, or wrongful death occurring to participants or spectators arising out of participation in the Mite “Spring Fever” Tournament.

Attendance of participants and spectators acknowledges the acceptance and understanding of all risks inherent in and around the game of ice hockey. It is further acknowledged and understood that there may be risks and dangers not known to us and not reasonably foreseeable at this time.