

# Columbus Day Shoot-Out Tournament Rules

- 1.) All teams **MUST** be ready to take the ice 15 minutes before the scheduled start time of their game. The 3-minute warm-up will start as soon as the doors are closed after the ice-resurfacing machine leaves the ice. No exceptions.
- 2.) Between Periods Break ó The break between periods will be for 30 seconds.
- 3.) Mercy Rule ó If at the start or at anytime in the 3<sup>rd</sup> period one team has a 6-goal lead or more than the time clock will run. It will not be stopped for any reason from that point on unless the score becomes within 2 goals. The clock will then go back to stop time for the remainder of the game.
- 4.) Time Outs ó No Time outs in the round robin portion of the tournament. (1) 30-second time out will be allowed for each team in the Semi-Final and Championship games.
- 5.) This event is sanctioned by USA Hockey. All teams and players participating in this tournament from the United States, shall be properly registered with USA Hockey. Each team shall submit a copy of their official USA Hockey roster before their 1<sup>st</sup> game.
- 6.) Each team when arriving to the rink will check in with the rinks office and to receive a locker room once they exchange a set of car keys for the Locker room key. The team is responsible for any damage that might be done by any of its members to any locker room facility used by that team during the tournament. The tournament director requests that coaches, managers, and players cooperate in keeping the locker rooms clean, orderly, and in good condition. Please see that all debris, tape, cans, wrappers, etc. are placed in proper receptacles before leaving the locker room area. No food is allowed in the locker rooms. Coaches must lock all locker room and bathroom doors before turning keys back in.
- 7.) All teams will enter and exit from different doors to the ice surfaces.
- 8.) A championship award will be presented to the winning team in each division. A runner-up award will be presented in each division. Individual awards will be presented to all members of each championship and runner-up teams. An MVP award will be awarded to a player in the championship game, which will be selected by the tournament committee.
- 9.) **TOURNAMENT FORMAT:**  
Mite, Squirt, Pee wee & Bantam - 12 minute stop time periods  
  
All age groups will play a round robin format per the number of teams in their division.
- 10.) **IMPORTANT**  
Tournament point structure will be awarded by periods with one point per period for a win, ½ point for a tie and zero for a loss. In addition two points will be awarded for the win of the game, one point if the teams tie and zero for a loss. A total of five points per game will be awarded. Period scoring is tallied as an individual period, not accumulative.
- 11.) **TIES:**  
Overtime play will be used to break a tie at the end of regulation in semi-final and/or championship games only. At the end of the third period, there will be a 1 minute rest. On ice playing strength will be 4 on 4 for the overtime. The clock will be set for a 5-minute period and the game will be played to a "sudden victory" conclusion. At the end of the sudden death overtime, if no winner is determined, there will be a 1 minute rest. On ice playing strength will be 3 on 3 for the 2<sup>nd</sup> overtime. The clock will be set for a 5-minute period and the game will be played to a "sudden victory" conclusion. If still no winner is determined there will be a shootout consisting of 3 players from each team. If still no winner is determined, the shootout will continue as a sudden death shootout, 1 player. This process will continue until there is a winner. No shooter shall shoot a second time until all players have shot once.

- 12.) **PENALTIES:**
- \* All minor penalties shall be one minute 30 seconds. All major penalties shall be five minutes in length.
  - \* All misconduct penalties shall be half of a period in length.
  - \* A game misconduct or fighting penalty involves the suspension of a player, coach or manager for the remainder of the game and the next game.
  - \* A match penalty or gross misconduct penalty involves the suspension of the player, coach or manager for the remainder of game and the rest of the tournament. In all cases where match or misconduct penalty (game or gross) is assessed, the incident shall be reviewed by the tournament committee. Incident will also be reported to that player's association for review.
  - \*\* A checking from behind penalty will be assessed as follows: a minor penalty plus a misconduct or a major penalty plus a game misconduct, this will be at the referees discretion.
  - \*The USA 5 penalty rule for an individual player will be adhered to throughout the tournament.
  - \* The USA 15 penalty per team will be adhered to throughout the tournament.
- 13.) **ROUND ROBIN PLAY:**
- In case of ties in standings the following tie breaker rules will take place:
- \*Two Teams:**
- A.) Head to head play
  - B.) Most wins
  - C.) Fewest goals allowed
  - D.) Goal differential (Total goals for - Total goals against)
- \*Three Teams:**
- A.) Most wins
  - B.) Head to head (if applicable)
  - C.) Fewest goals allowed
  - D.) Goal Differential (Total goals for - Total goals against)
- 14.) All players at peewee and bantam levels **MUST** wear an internal colored mouthpiece.
- 15.) Playing rules will be USA Hockey.
- 16.) Home team will be as set on schedule.
- 17.) If a team does not have two sets of jerseys, they must inform the tournament director.
- 18.) We ask that you represent your organization with good sportsmanship and respect to all other attendees. Good Luck to all the teams!!