

## **2014/2015 NORTH METRO PIRATE CLASSIC RULES AND REGULATIONS**

1. Only USA Hockey registered referees will be used. No exceptions.
2. A certified athletic trainer or Emergency Medical Technician (EMT) will be in attendance.
3. All games will be played according to USA Hockey Rules as amended by Minnesota Hockey with the exceptions listed below.
4. Canadian teams must wear protective equipment as designated by CAHA.
5. Each team game will consist of three (3) twelve (12) minute stop periods. The ice will be resurfaced after each game. A six (6) goal lead in the third period constitutes running time. When the goal differential becomes less than six (6), stop time shall begin again.
6. Properly certified Minnesota Hockey rosters must be submitted at check in. Once submitted, the roster is final. Birth certificates and/or Government issued document must be in your possession and will be checked and verified against the roster at check in.
7. No teams will be permitted to compete without proof of Medical Insurance. This information must be in your possession and will be verified at check in. The tournament, its officials, the arena management and all personnel connected with it, shall not be held liable for any injuries during the tournament.
8. USA Hockey and Minnesota Rule book will be available at each game.
9. Twenty (20) players may be rostered and dressed by each team for each game. The coaches are required to tell tournament personnel if a player is suspended or hurt in order that they be removed from the roster. No more than four (4) coaches with the appropriate credentials will be allowed in the player's box during games/overtime (coaches should have verification of coaching credentials on them when in the players box while games are in progress). A game roster must be furnished to the scorekeeper thirty (30) minutes before game time.
10. Penalties:

Minor 1 1/2 minutes

Major 5 minutes

Misconduct 10 minutes

Fighting Automatic game misconduct – ejection from the game and the rest of the tournament

Players, who receive their fourth minor penalty during one game, will be ejected from the remainder of the game. The player will be escorted off the ice immediately upon the receipt of the fourth penalty and their team will place another player in the penalty box to serve the penalty. The ejected player can resume play in subsequent games.

Note: Absolutely **NO** fighting will be tolerated during this tournament. Referees are instructed to eject any player who drops their stick or gloves or otherwise engages in action to injure. Flagrant fouls, as determined by the referee, will result in the disqualification of the offending player(s) from the tournament.

Note: In the event a coach or manager receives a game misconduct penalty, the referee will inform them that they have five (5) seconds to vacate the player's box. Failing to leave the player's box, the coach or manager team will receive a bench minor penalty. If the coach or manager still has not left the player's box, the referee will inform him/her that they have fifteen (15) seconds to leave. If the coach or manager fails to leave, their team shall forfeit the game.

11. All players will be required to wear helmets with approved facial and colored internal mouthguards at all classifications. Throat protectors are strongly recommended and required for all teams whose associations or districts require their use.
12. \*\*\* North Metro teams will always be seeded as home team. The team designated as the home team will wear white jerseys. Teams are to bring to the arena both home and away jerseys for each game.
13. Tie games (other than pool play, championship, third place and consolation games) – Ties shall be resolved by a non-sudden death, five player shootout. There will be a two – minute rest period before the shootout begins. Coaches will submit their 5 shooters (in order that they will shoot) to the scorekeeper. The shooters must shoot in the order submitted. Only designated shooters will be allowed on the ice – all other players must remain on the team bench. If no winner is declared following the first set of 5 shooters, another 5 shooters per team will shoot and so on. Teams must extinguish all players on their roster (excluding goalies) before repeating with any shooter. This will continue until there is a winner declared. The team with the most goals after any set of 5 shooters shall be declared the winner.
14. Ties for championship, third place and consolation – If at the end of regulation the game is tied, there will be a two minute rest period followed by a five (5) minute sudden death overtime with four (4) skaters and a goalie. In the event that no goal is scored there will be another two minute rest period and second five (5) minute overtime will be played with three (3) skaters and the goalie. If no goal is scored, it shall be resolved by a 5 player shootout. There will be a two minute rest period before the shootout begins. Coaches will submit their 5 shooters (in order that they will shoot) to the scorekeeper. The shooters must shoot in the order submitted. Only designated shooters will be allowed on the ice – all other players must remain on the team bench. If no winner is declared following the first set of 5 shooters, another 5 shooters per team will shoot and so on. Teams must extinguish all players on their roster (excluding goalies) before

repeating with any shooter. This will continue until there is a winner declared. The team with the most goals after any set of 5 shooters shall be declared the winner.

15. All decisions of the referee are final. There are NO PROTESTS ALLOWED.
16. After the game the home team will go back to the bench after shaking hands, until the visiting team has left the ice.
17. There must be an adult (coach or manager) in the locker room when any of the team members are in the locker rooms. The locker rooms will be locked during all games. The NMYHA tournament staff will control the keys.
18. Anyone having any questions or concerns regarding the tournament may speak to any tournament official.
19. All teams shall be ready to take the ice fifteen (15) minutes before their scheduled start time. If the ice is ready we will start early.
20. If a player is unable to play the game due to an injury or health reasons, but wishes to sit with their teammates on the team bench, the player may do so provided they wear a team jersey and helmet/facemask.
21. Jewelry shall not be worn except for religious or medical reasons.
22. No alcohol and tobacco product are allowed inside the Brooklyn Park Community Center.
23. Each team is responsible for the conduct of their spectators. Coaches should advise their parents of the conduct rules.
24. No Heelys (or similar product) and/or knee hockey are allowed in the Brooklyn Park Community Center.
25. One time out is allowed per team per game.
26. Any damage to the arena by your player(s) or team(s) will be responsible for the cleaning up the damage or pay for the damage to the arena and may be asked to leave the arena and tournament.
27. Pool Play Rules:
  - Two (2) points per win
  - Tie breakers for brackets:
    - a. Winner of the game between the two teams
    - b. Most wins
    - c. Team with the least amount of goals scored against them
    - d. Add goals for and goals against, divide that total into the goals teams scored to determine the highest percentage
    - e. Most goals scored among tied teams
    - f. Fastest goal scored in pool play