



2019 Official Grizz Cup Tournament Procedures and Rules

It is the intent of WMAHA to provide a fun and competitive tournament for all participants and spectators. Good sportsmanship is expected of all participants and spectators. Improper and abusive behavior will not be tolerated! It is the responsibility of each coach/manager to control his/her team and exemplify good sportsmanship.

Before and After the Games:

1. Team managers must check-in one hour prior to their first scheduled game and present their USA Hockey credentials binder. Binders must include official T1, and Utah Concussion Policy forms for each player and coach. Out of state teams whose affiliates require travel permits and all Canadian teams must include those as well.
2. It is the responsibility of a Coach to stop at the registration desk prior to each game to confirm that each player is listed on the score sheet stickers and sign the score sheet. **A team Rep should also stop by at the end of the game to pick up their copy of the score sheet.**
3. The team representative should be prepared to leave car keys (drivers' licenses will not be accepted) when picking up key from the rink or check-in table.
4. It's mandatory to lock rooms during games to prevent theft. The tournament and Facilities are not responsible for valuables left in locker rooms. It is the team representative's responsibility to ensure that the locker room and showers are clean (no trash / tape / food or drink) prior to vacating the locker room. The team representative is responsible for all damage done to the locker room, showers or the facility. Girls only change rooms are provided.
5. **Home team will wear Dark jerseys.** If a team does not have two sets of jerseys, it is the team's responsibility to notify the opponent & referees/tournament official of any change prior to game time.
6. The only persons allowed on the benches are eligible players in uniform and a maximum of **four** coaches who must be on the official roster. Coaches must have current USA Hockey coaching credentials to be on the bench.
7. **Each team is responsible for providing an adult penalty box attendant for each game.** This adult is an off-ice official who should conduct themselves as such.
8. All players must wear all required equipment as outlined by USA Hockey. All 12U, 14U 16U, and 18U must wear mouth guards while on the ice.
9. Teams must be prepared to start at least 15 minutes before scheduled game time unless notified by Tournament Director, Some games may start early.
10. At the conclusion of each game, the coach or manager of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game(s).
11. **The Tournament Director will not overrule any on ice decisions. No appeal process.**

12. **No hearings will be held for game misconduct penalties.** Anyone receiving a match penalty will be suspended for the remainder of the tournament. All match penalties will be forwarded to the team's local governing body at the conclusion of the tournament.
13. Only current USA Hockey registered officials may officiate Grizz Cup games.

Hotel Accommodations

All out of state teams are required to book lodging through traveling teams to participate in the tournament. Any failure to follow this policy may result in sanctions against organizations & teams for future tournament acceptance. This policy also applies to In-state teams who have a majority of the players travelling more than 70 miles to attend tournament. Teams having problems booking rooms must consult with Director before making outside arrangements.

Registration

A team is not considered registered until these conditions of entry are met.

1. All teams must register online and pay the \$100.00 deposit at that time. An acceptance email must be received by the Tournament Director.
2. All teams must book hotel accommodations through Traveling Teams.
3. Payment deadlines and required information must be received by designated dates outlined on the registration website.
4. No email or inquiry should be construed as acceptance unless it meets these criteria.
5. **All tournament games will be played under USA Hockey rules with the following exceptions:**

Rosters

1. Players shall not be rostered/play on more than one participating team without Tournament Director's prior approval and is considered an exception not rule. Approval must be sought before Nov 1st 2018 by written request. It may be considered during the event if unforeseen circumstances arise. Decisions are at the Directors discretion and final.
2. Players who predominately play on a higher level team may not be rostered or added to a lower level team. Examples: 14U AA Player may not be rostered on a 14U A or B team; a 12U player predominately playing 14U may not be rostered on a 12U team.
3. All roster changes must be reported after Dec 1st or if we've received your completed scoresheet sticker template before that in order to update stickers.
4. Tier Rosters are locked Dec 31st as per USA Hockey rules. Non tier Rosters will be locked on the same date, Dec 31st, for purposes of administrating tournament, no additions will be allowed after this date.

Brackets

1. Brackets and Pools will be dictated by the amount of teams registered by division and may be set up differently than other Divisions.
2. All Divisions, Game times, Brackets, Team placement, and Opponents are made at the discretion of Director and are final.

Game Times:

1. The ice will be resurfaced prior to each game.
2. There will be a 3-minute warm-up period prior to each game and a 1-minute break between periods.
3. Each game will consist of three stop-time periods with run-time exceptions noted below.
 - A. 16U AA, 14U AA/A/B, 12U A/AA, and HS/18U will play 13 minute periods 75 min slots.
 - B. All 10U and 12U B will play 12 min periods w/run-time rules – see (B) below. 60 min slots.
4. Each team will be allowed one 60 second time out per game to be used at their discretion except during 3rd period run-time situations that are due to the 4 goal diff rule no timeout will be allowed.
5. Tournament officials reserve the right to curfew any 3rd periods if needed using run-time clock.
6. **Run-time Rule:** Goal differential will result in run-time clock in 3rd period. (Exceptions see below.)
 - A. If at any time after the first two periods of play the goal differential between teams reaches four goals, the game clock will go to run-time.
 - B. **All 10U & 12U B Divisions;** Clock will go to run-time under the following conditions:
 - 1) If at any time during the 1st period of play the goal differential is 7,
 - 2) If at any time after the 1st period the goal differential is 4,
 - 3) If there is less than 20 minutes in game slot left at the beginning of the 3rd period.
7. The Tournament Director or Representative, after consultation with the referees, may cancel any game in progress in any instance where deemed necessary to protect the welfare of players and officials, or due to prolonged delay from injury. In the event of cancellation, the Tournament Director, or Representative, shall determine the result of the game for standings by the score at the time of decision.
8. The clock may stop during run-time rule only after a goal or a penalty is assessed and only long enough for the scorekeeper to document. Stop time will resume only if the goal differential becomes 3 or less except during situations outlined in (b3) above. The Clock may stop for injuries long enough for injured player to be removed from the ice if time permits.

Team Standings and Tie Breaking Rules

1. During pool play three (3) points will be given for each win. One (1) point will be given for each tie. Zero (0) points will be given for a loss.

2. Total points earned during pool games will determine the seeding positions in each division.
3. Any game conducted after pool play has been completed will be an elimination game. For instance, if any bracket requires semi-final/quarter final game(s) for advancement, the winners of the seed 1 vs 4, seed 2 vs 3, will advance, or the winners of A1 vs B2, and B1 vs A2 games will advance, or winner of seed 2 vs 3 game will advance when seed 1 is seated in championship game. These designations will be outlined on score posters and online score boards and are final.
4. Not all divisions will require semi-final games, this is based on the number of teams in each division.
5. If two or more teams have an equal number of points in pool play, their position in the standings will be determined by the following order:
 - A. Head-to-head record between tied teams.
 - B. Most Wins
 - C. Lowest goals against.
 - D. The team with the fewest penalty minutes for all games played (game misconduct = 10minutes).
 - E. Quickest goal scored in a game between tied opponents.
 - F. Coin toss (each team represented at toss) Home team calls.
6. In the event of a three or more way tie, the tiebreaker will start at B. This procedure will continue until there are only two teams at which point the tiebreaker starts over at I to break the tie for the remaining two teams.

Overtime

1. **Pool games:** Games ending in a tie will result in each team receiving one point, game will end as such.
2. **Consolation games:** In the event of a tie at the end of regulation play:
 - A. A 30 second rest period will be allowed after which a shoot-out will take place.
 - B. **Three players will shoot for each team.** If still tied after 3 shooters, the shoot-out will continue 1 shooter for 1 shooter using new players from each team until someone scores. If at any point in the 1 for 1, one team scores and the other doesn't the scoring team is the winner. Once the team with the smaller roster uses all of its players, the player pool shall be re-set and both teams will continue this process until there is a winner.
3. **Semi-final, Quarter-final games:** In the event of a tie at the end of regulation play:
 - A. A 30 second rest period will be allowed, teams will not change ends.
 - B. Play will resume **3 on 3** in a four minute **run-time** period until terminated by a goal.
 - C. If tied at the end of the overtime a shootout will take place.
 - D. **Three players will shoot for each team.** If still tied after 3 shooters, the shoot-out will continue 1 shooter for 1 shooter using new players from each team until someone scores. If at any point in the 1 for 1, one team scores and the other doesn't the scoring team is the winner. Once the team with the smaller roster uses all of its players, the player pool shall be re-set and both teams will continue 1 for 1 process until there is a winner.
4. **Championship games:** In the event of a tie at the end of regulation play:
 - A. A 30 second rest period will be allowed, Teams will not change ends.
 - B. Play will resume **4 on 4** in a four minute **run-time** period until terminated by a goal.
 - C. If tied at the end of the overtime, Play will immediately resume **3 on 3** in a four minute run-time period until one team scores. If neither scores a shootout will take place.

- D. **Five players will shoot for each team.** If still tied after the first five shooters, the shoot-out will continue 1 for 1 using **new** players from each team. If at any point in the 1 for 1, one team scores and the other doesn't, the scoring team is the winner. If not, when the smaller roster uses all of its players, the player pool shall reset and both teams will continue 1 for 1 process as outlined until there is a winner.
5. **Penalties:** Penalties will carry over to overtime situations.
- A. Any player with penalties carrying over into a shoot out situation will be ineligible to participate in the shoot-out.

Miscellaneous:

1. Tournament Director(s) reserve the right and responsibility to disqualify a team for blatant misconduct, or abusive behavior of officials, players, facilities or fans.
2. Tournament Director(s) reserve the right to bar admission to the arena of any coach, player, spectator or other person for blatant misconduct or abusive behavior.
3. Tournament Director(s) reserve the right to clarify, amend and make necessary adjustments to the rules anytime.
4. Tournament Directors reserve the right and the authority to make all decisions final.
5. Only the official tournament photographer is allowed to take pictures from the player benches, penalty boxes, scorekeepers box, or on ice after games, or sell photos during the event due to liability and contracts. **Spectators are welcome to take photos from the stands or standing behind the glass, No hanging over the glass, ladders, stools or anything similar allowed due to Rink Liability.**
6. No vendors or vendor's banners are allowed at any rink without Tournament Directors prior approval.
7. Acceptance into the tournament constitutes acceptance and agreement of these Official Rules.
8. The tournament website and program should not be considered anything more than communication tools that distribute information and game results with the exception of Registration process and rules. Scoring and penalties are entered into the website directly from official score sheets, no changes will be made to the website if not on the official score sheet.
9. These official rules along with USA Hockey rules constitute the governing document for the tournament.
10. All Canadian teams are required to have travel permits
11. All Entrants, spectators and visitors agree to abide by these rules by attending venues and games.

Concussion Policy:

Utah state law requires youth sports organizations to implement policies and procedures surrounding players suspected of experiencing a brain injury/concussion.

Any coach, representative or volunteer will remove a participant (any Grizz Cup player under the age of 18) from any further involvement in a sporting event if the participant has or is suspected to have sustained a traumatic brain injury.

Medical Clearance: Once removed from the sporting event, the participant must

• Be evaluated by a licensed health care provider who is trained in the evaluation and management of a concussion; and provide the Grizz Cup Organization Committee with a written statement from the qualified health care provider stating that:

(A) the qualified health care provider has, within three years before the day on which the written statement is made, successfully completed a continuing education course in the evaluation and management of a concussion; and

(B) the child is cleared to resume participation in the sporting event of the amateur sports organization.

“Traumatic head injury” means an injury to the head arising from blunt trauma, an acceleration force, or a deceleration force, with one of the following observed or self reported conditions attributable to the injury:

§ (a) transient confusion, disorientation, or impaired consciousness;

§ (b) dysfunction of memory;

§ (c) loss of consciousness; or

§ (d) signs of other neurological or neuropsychological dysfunction, including: § (i) seizures;

§ (ii) irritability;

§ (iii) lethargy;

§ (iv) vomiting;

§ (v) headache;

§ (vi) dizziness; or

§ (vii) fatigue