



43rd Annual "B" Friendship Tournament

Rules

1. There is an equipment drop off area in the hallway adjacent to Locker Room #8. Please do not leave any equipment in the lobby area or main hallways. Locker Room keys can be picked up 40 minutes prior to the expected game time in exchange for your set of car keys. Please make sure you lock your locker room, including the interior door to the bathrooms.
2. Coaches will need to provide stickers for the score sheets (or write in the player's names/numbers on it). All score sheets must be signed before the start of the game by all team officials that will be on the bench.
3. Any problems must be presented by the **HEAD COACH** to a representative of the tournament committee.
4. Teams must turn in and carry approved, stamped copies of their USA Hockey Roster or Hockey Canada Roster with Travel Permit.
5. All USAH & MAHA rules apply except as noted.
6. Each team must supply a minor official for their respective penalty box.
7. No time outs are permitted during any round-robin games. Clock management will be in complete control of the referees. Teams are allowed 1- 30 second timeout in the Semi-Final and Championship games.
8. **Please have your team ready for play 15 minutes before your scheduled game time.** Due to the number of games required in tournament play, all game times listed are approximate and, if applicable, games may start before the posted game time.
9. For safety reasons, keep your players in the locker room until they are buzzed by the ICE RESURFACER driver to enter the ice.
10. **Mercy Rule:** If 5 or more goals separate the teams at any time during the third period, running time will commence at that time, including penalties. If the score comes within 2 goals, stop time will resume.
11. The maximum goal differential allowed per game will be 7. The FINAL SCORE will be adjusted to reflect that.
12. **No Refunds** will be made after your acceptance to the tournament.
13. Protest Fee is \$50 cash and must be submitted in writing by the head coach. Referee on-ice decisions are not eligible for protest.
14. **Semi-Finals Seeding:** Once a tiebreaker seeds a team or teams, any teams remaining tied start back at the top.
 1. Total Points (2 points for a win, 1 point for a tie, 0 points for a loss)
 2. Head to Head (does not apply to 3 way tie)
 3. Goals For – Goals Against (Only using games between the TIED opponents) (Max goal differential per game is 7)
 4. Lowest Goals Against total (Only using games between the TIED opponents)
 5. Goals For – Goals Against (All Games) (Max goal differential per game is 7)
 6. Lowest Goals Against total (All Games)
 7. Highest Goal Differential Quotient (Goals For divided by Goals Against)
 8. Highest Goal total (Only using games between the TIED opponents)
 9. Highest Goal total (All Games)
 10. First goal scored in game between two tied teams.
16. No Overtime in Round Robin Play. Semis and Championship have sudden death 3v3 until a winner is determined.