

TRI-CITIES AMATEUR HOCKEY ASSOCIATION REP TOURNAMENT RULES AND PROCEDURES

This guide describes the format, policies, and rules associated with the Tri-Cities Amateur Hockey Association Tournaments. Coaches should read this document carefully and ensure that they as well as their team understand the rules and policies of this tournament.

1.0 TOURNAMENT FORMAT

The Jr. Americans Rep Tournament is a Rep A round robin tournament. The tournament schedule will be provided by the Tournament Director/Coordinator. Each team will play a minimum of four games. Advancement to the semi-final and/or championship game is based on a cumulative team scoring system. Points will be awarded in accordance with the following system:

TEAM SCORING SYSTEM

2 points per game

- 2 points for a game win
- 1 point for a game tie
- 0 points for a game loss

TIE BREAKERS

If there is a tie in cumulative points when determining seed positions for the championship game, the following tiebreakers will be applied, to the teams that are tied, in the following order until the tie is broken:

1. Most Wins
2. Head to Head competition **Note: when there is a 3-way tie for a seed position head to head is eliminated**
3. Goal differential
4. Least penalty minutes
5. Coin toss

Note: Forfeits - If a team forfeits any of its games, and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.

2.0 PLAYING RULES

USA Hockey Rules and Regulations govern all games. The ice will be scraped between games. In the event two teams have similar jerseys, the visitors will wear penny jerseys supplied by the tournament director.

GAME FORMAT

Game Times: Please have your teams ready to take the ice 5 minutes before scheduled game times, so we can stay on schedule as close as possible.

Game Length:

- **All round robin games:**

- **10U & 12U** will consist of three 15-minute stop time periods and will have a one hour and 30-minute time limit curfew.
- **Above 12U** will consist of three 17-minute stop time periods and will have a one hour and 45-minute time limit curfew.

- **Championship games**

- **10U & 12U** will consist of three 15-minute stop time periods and will have a one hour and 30-minute time limit curfew.
- **Above 12U** will consist of three 17-minute stop time periods and will have a one hour and 45-minute time limit.

If at any time a game is approaching the time limit curfew, the referee will make adjustments to ensure the curfew is met.

Mercy Rule: If at any time during the third period one team is ahead by 5 goals, the remaining time will be running time, unless the team behind narrows the goal differential to 4 at which time tournament officials will revert to stop time. There is NO mercy rule for championship game. Time curfew still applies, so a run clock may still be in effect.

- **NOTE** – Penalties with a run clock – We will NOT adjust the length of penalties. A minor penalty remains 2 minutes, a major penalty remains 5 minutes, and a misconduct remains 10 minutes for above 12U. A minor penalty remains 1 minute 30 seconds, a major penalty remains 4 minutes, and a misconduct remains 8 minutes for 10U and 12U.

Warm-up and between period time: Teams must be ready to take the ice within 2 minutes after the Zamboni doors have closed, unless directed otherwise by tournament officials. There will be a 5-minute warm-up period that starts immediately after the Zamboni doors are closed and the referee and/or linesmen are on the ice. **NO TEAMS ARE ALLOWED ON THE ICE UNTIL DIRECTED BY THE OFFICIALS.** Each team is given 2 minutes between periods unless otherwise directed by tournament officials.

Time-outs: One Time-out will be allowed per team, per game. Time-outs will be one minute in duration.

Location: All games will be played at one of the following two Tri-Cities Ice Arenas:

- HAPO Ice Pavilion in Pasco, Washington

- Toyota Arena in Kennewick, WA

TIED GAMES

A tied game after regulation play in the round robin portion of the tournament will remain a tie. If tied after regulation play in the championship or semi-final games, the teams will play a 5-minute 4 on 4 plus goalies sudden death overtime period. If still tied after the 5-minute overtime period, the game will be settled via a shoot out. The shoot out will be performed in the following manner:

- First each team chooses three players, which alternately take penalty shots on the opposing goalie (the top seeded team chooses who goes first). If the teams are still tied, each team then alternates one player at a time until one team wins (every player on the team must shoot before any player gets a second shot).

3.0 TOURNAMENT POLICY

TEAM CHECK-IN

Teams are required to check-in at least 45 minutes prior to their scheduled game time for locker room assignments and to sign scoresheets. We ask that all teams be somewhat flexible with regard to start times, as changes may need to be made.

LOCKER ROOMS

Teams are required to leave their locker room clean and damage free. Tournament officials will inspect the rooms after each game. Teams will be accountable for any damage to the facility.

PROTESTS

The Tournament Director/Coordinator will handle protests and disputes. The Director/Coordinator reserves the right to make final decisions regarding the interpretation of tournament rules and policies. The Director/Coordinator will act in the best interest of the players, coaches, and the game in general. The Director's/Coordinator's decisions are final and not subject to appeal. There are no protests allowed with respect to any official's calls. Protests must be filed with the Tournament Director/Coordinator or his/her designated officials, within 30 minutes of the disputed game. A judgment will be rendered within 60 minutes of receipt of the protest.

DISCIPLINE

The Tournament Director/Coordinator shall also serve as the Discipline Chairperson. The Discipline Committee will consist of a minimum of three (3) persons appointed by the Tournament Director/Coordinator. Any discipline problems will be handled immediately after the game. The committee will meet first with the referee and/or linesman. Next, they will meet with the coach and/or player. The committee will then decide what action; if any is required based on the guidelines found below. The coach and/or player involved will then be notified of their decision.

ZERO TOLERANCE POLICY

In accordance with USA Hockey guidelines, tournament officials reserve the right to end any game. PNAHA rules for the conduct of players and coaches will be in effect for this tournament. In addition, fighting, unsportsmanlike, or abusive conduct by team officials, players, or spectators will not be tolerated on or off the ice. Any such conduct may be grounds for removal from the tournament and, if necessary from the ice arena.

TEAM DISQUALIFICATIONS

Teams may be disqualified if:

1. They fail to pay tournament fees
2. Use of ineligible player(s). An ineligible player is defined as any Major Junior A/B or Tier I/AAA player.
3. Abuse of the facilities
4. Players, coaches, parents, or fans taunt the opposing team, and/or abuse Tournament Officials, Game Officials or employees of the ice arenas. There is zero tolerance in affect with respect to all of these issues.

PLAYER DISQUALIFICATIONS

A player may be disqualified if:

1. A player receiving a game misconduct is ineligible to play in the following game. This penalty may be mitigated depending on the type and severity of the infraction as determined by the Tournament Director.
2. A player receiving a second game misconduct will be disqualified from further tournament play.
3. A zero tolerance policy exists with respect to fighting. Players receiving a game misconduct for fighting will be automatically disqualified from further tournament play.
4. Any player or team representative receiving a Gross or Match penalty will be suspended for the remainder of the tournament.