

# ***SHOWCASE RULES***

## Columbus Showcase

### Tournament Director:

The Tournament Director shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action or any other procedural disputes. He or she will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of the Tournament Director are final.

### Player Eligibility:

A player may only play for one team in his own age group. A player must appear on the official roster. Every team must be USA Hockey or Hockey Canada registered for Insurance purposes.

### Jerseys:

Home and visiting teams are indicated on the tournament schedule. Home teams shall wear light colored jerseys. Visitors will wear dark jerseys. All jerseys must have a player number clearly displayed.

### Mouth Guards:

All players in the tournament are required to wear a colored – non-clear (Rule 304F) mouth guards. This is a USA Hockey rule. The only exceptions are squirt age players and Canadian players that are not required to wear one in their league.

### Early Start Option:

All teams must be prepared to play their games fifteen (15) minutes prior to scheduled start time in the event games are ahead of schedule. Players must be ready to step onto the ice when the Zamboni finishes between games. Please have your teams prepared.

### Penalty Box:

Each team is responsible for providing its own penalty box attendant

### Warm Ups:

A three (3) minute warm up will take place before the start time of the game. Pucks will NOT be provided. Please bring warm up pucks for your team.

### Time Outs:

One 30 second time out is permitted per team per game.

### Length of Periods:

2006 games will be 3 x 15 min periods.

U15/U16/U18 games will be 3 x 20 min periods. All games will be played to completion.

Games can end in a tie.

Period Break:

2006 Division: There will be an ice cut after the 2nd period and at the end of the game.

For all other divisions there will be a full ice resurface break between each period. It is the responsibility of the coach to ensure their team is ready to go at the start of each period and the sound of the buzzer after timeouts.

Mercy Rule:

The mercy rule shall be in effect. If a team at any point during the third period is leading by 5 or more goals the clock will revert to running time. If the difference is reduced to 3 goals or less, the clock will revert back to stop time.

Officials:

All on-ice officials are currently and completely registered and in good standing with USA Hockey and their respective State Association or the international Ice Hockey Federation, (IIHF). Games will be played under USA Hockey rules. **Please note that SuperSeries AAA cannot change or alter decisions made by USA Hockey officials.**

Penalties/Match Penalties:

Penalty times will be as follows: Minor 2:00 minutes, Major 5:00 minutes, Misconduct 10:00 minutes.

Any player and/or team official who is in receipt of a match penalty or gross misconduct will be suspended for any remaining games and subject to USA Hockey and Hockey Canada discipline. Any player that receives a second major penalty will result in an ejection from the remaining games of the weekend.

On Ice Altercations:

SuperSeries AAA abides by the rules and regulations set forth by USA Hockey. If a game is interrupted by on ice fighting between players and /or bench staff, then the clock will continue to run. Games times will not be restored until the whistle has blown on the play that immediately follows the on ice fight. Minutes lost will not be restored.

Forfeited Games:

Any forfeited games will be recorded as a 3-0 score.

Goal Differential:

The maximum goal differential attainable per game is +/- 7.