

# **Carolinas Hockey League Ryan Sobiech Memorial Championship Tournament**

## **Rules and Regulations**

Effective June 2024

### **1. Tournament Format**

**Note:** The order of games as listed in each example below may be changed at the discretion of the CHL Tournament Director based on various considerations such as travel distance, etc.

#### **4 Teams**

Single Round Robin division with Championship Game.

Age groups with two divisions will advance the top 2 teams in each division.

Two teams with highest points advance to the Championship Game

Saturday	
Game 1	1 vs 2
Game 2	3 vs 4
Game 3	1 vs 4
Game 4	2 vs 3
Game 5	1 vs 3
Game 6	2 vs 4
Sunday	
Game 7 - Championship	1st vs 2nd

### **2. Seeding**

- League teams will be seeded based on final league standings. See CHL Tournament Participation document for qualification and seeding details.
- Home team designation will be assigned to the highest seeded team for that game.

### **3. Scheduling**

- Games must be scheduled on Saturday and Sunday of the designated tournament weekend.
- Saturday morning games cannot begin before 7:00a.
- Sunday morning games may be scheduled as early as required by the local facility but not earlier than 6:00a.
- The order of games may be adjusted to limit travel and overnight expenses for teams.

#### 4. Game Length/Curfew

- All 10u/12u games are 1 hour and 15 minutes in length with (3) 13 minute stop time periods.
- All 14u/16u/18u games are 1 hour and 20 minutes in length with (3) 15 minute stop time periods.
- If fewer than 15 minutes remain in the scheduled game time for round robin games, the game clock will be set to the remaining time and running time will be used.
- Running time will be used when the score differential reaches five (5) or more goals beginning in the third period. Once the score differential is reduced to four (4) goals the clock will go back to stop time.
- All semi-final and championship games shall be continued to determine a winner.
- Ice resurfacing during overtime play of semi-final or championship games shall be at the local Tournament Director's discretion.

#### 5. Time of Periods (All stop time in minutes)

Class	1,2,3 Period	Overtime	Penalties		
			Minor	Major	Misconduct
10u	13,13,13	5:00	1:30	4:00	8:00
12u	13,13,13	5:00	1:30	4:00	8:00
14u	15,15,15	5:00	2:00	5:00	10:00
16u/18u	15,15,15	5:00	2:00	5:00	10:00

*Note: There will be a one (1) minute rest between periods. Championship games will utilize a 5-minute overtime period and shootout, if necessary, to determine a winner.*

#### 6. Overtime

##### a. Preliminary Round Games

- Overtime play does not apply to preliminary round games.

##### b. Championship Games

- The game shall be continued to determine a winner.
- At the completion of the third period, there shall be a five (5) minute rest period before the start of the first overtime session.
- A single overtime period of five (5) minutes in length, 5 on 5, and sudden death will be played. The overtime period will be stop time. Teams shall not switch ends for the overtime period. Therefore teams will play in the same end from which they played during the third period until a winner is determined. Penalties from the 3<sup>rd</sup> period of regulation play will carry over to the overtime period.
- At the completion of the first overtime, if the teams are still tied, the teams shall move to a shootout to determine a winner. The shoot out will be conducted as follows:

- i. Teams will not change ends for the shootout. The home team shall have the choice of shooting first or second. The teams shall alternate shots.
- ii. Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct or match penalty.
- iii. Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format.
- iv. No player may shoot more than once until every eligible player has shot. However, if no winner has been determined and all eligible shooters from one team have already participated then the shootout will continue. All eligible shooters may then shoot again as needed in such order as the Coach selects. The process continues until a winner is declared.
- v. Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.

*Note: Ice resurfacing during overtime play of semi-final or championship games shall be at the Tournament Director's discretion.*

## **7. Tournament Scoring System**

- a. The point system of two (2) points for a win in regulation, one (1) point for a tie, and zero (0) points for a loss in regulation will be used.
- b. To qualify for championship games, the team ranking will be based on each team's total game points as outlined above. If teams are tied for a ranked position, tiebreaker rules will apply.
- c. Any team forfeiting a scheduled game during the round robin competition of this tournament will be disqualified from advancing to championship games.

## **8. Tie Breaking Rules To Determine Championship Standings**

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process over again at step a. 1.

Tie-breaker formulas are as follows:

- a. The results of the head-to-head games played between the tied teams in the following order:
  - i. Most Points
  - ii. Most Wins
  - iii. Goal Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - iv. Quotient - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of "goals for".
- b. If after applying the formulas of a.i, a.ii, a.iii, and a.iv the tie still exists, the results of all the games played by the tied teams will be considered in the following order:
  - i. Most wins.
  - ii. Goal Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - iii. Quotient - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of "goals for".
- c. If the above procedure does not break the tie, the teams shall use a shootout procedure as described in the "Overtime" section of this document.

## **9. Clock Operation**

- a. All round robin tournament games shall be comprised of three (3) stop-time periods; duration as noted in table above.
- b. The clock will be running time when the score differential reaches five (5) goals beginning in the third period. Once the score differential is four (4) and under the clock will go back to stop time.
- c. Championship games shall be continued to determine a winner.
- d. For stop-time, the clock shall be stopped for all referee/linesman whistles.

## **10. Warm-ups**

All teams should be ready to take the ice up to 15 minutes prior to the scheduled game time. Warm up time will be limited to 3 minutes and will begin as soon as the Zamboni doors are closed. Players may not begin warm-up until the game officials (referee and/or linesmen) are present.

## **13. Bench Management**

Only players in uniform and coaches (maximum of three) will be allowed on the bench. All coaches must have the USA Hockey required minimum level of coaching certification to participate in the tournament.

## **14. Timeouts**

Each team is allowed one (1) - one minute time out per game.

## **15. Uniform Colors**

Unless otherwise agreed to by the teams and the Tournament Director, the home team shall wear light colored jerseys and the visiting team shall wear dark colored jerseys in all games.

## **16. Tournament Officials**

The Supervisor of Officials shall appoint referees and linesmen.

Minor officials (scorers, timekeepers, etc.) shall be appointed by the Tournament Committee, except the Supervisor of Officials has the option to assign goal judge duties to alternate off-duty referees and linesmen.

## **17. On-ice Officials**

A two-person system will be used for all 10u and 12u levels. The three-person system shall be used at the 14u, 16u and 18u levels.

## **18. Off-ice Officials**

The Tournament Committee/Host Association will provide minor (off-ice) officials for the tournament including, clock operators and scorers. It is the team's responsibility to provide penalty box personnel.

## **19. Playing Rules**

The official USA Hockey Playing Rules shall be used. No protests shall be permitted.

## **20. Zero Tolerance**

All coaches, managers, parents, and spectators must adhere to the USA Hockey *Zero Tolerance Policy*. In the event of a spectator being removed from the facility during a game, that spectator is not allowed back in the facility for the remainder of the day. Abuse of on-ice officials or minor officials by anyone, including but not limited to coaches, players, parents, and spectators *WILL NOT BE TOLERATED*, and will be dealt with immediately by the Tournament Committee.

All participants are required to abide by the respective USA Hockey *Zero Tolerance Policy and Codes of Conduct*.

## **21. Fighting**

Any major penalty for fighting will result in a 1 game suspension.

## **22. Suspensions**

All suspensions in effect prior to the tournament will be carried over until completed. Suspensions not served to completion during the CHL regular season will be carried over to the Sobiech Tournament for participating teams.

Upon receipt of a game misconduct, the player must immediately proceed to the locker room and either: a) remain in the locker room for the balance of the game, or b) dress prior to entering the spectator area. Ejected players are not allowed to view the balance of the game in full or partial equipment. The local Tournament Director reserves the right to revoke spectator privileges for an ejected player or coach and instruct the ejected player or coach to immediately leave the premises.

## **23. Tournament Committee**

The local tournament director/host association shall be in complete charge of all matters pertaining to operation of the tournament. The local association must conduct the tournament in full compliance with the CHL Tournament rules. Any questions relating to or interpretation of the rules should be done in consultation with the CHL Tournament Director or CHL President.

## **24. Discipline Committee**

The local tournament director, in consultation with the CHL Disciplinary Committee, shall be responsible for deciding any action, suspension or otherwise, to be taken against a player or team official receiving a game misconduct or match penalty. The committee shall have the full power to increase the one or two game suspension imposed by rule 404 (c), Game Misconduct.

*(Note 1) No hearing for game misconduct will be permitted for any player who incurs five (4) penalties in the same game. Players shall be assessed a game misconduct penalty.*

*(Note 2) No hearing for game misconduct will be permitted for any Head Coach whose team incurs fifteen (12) or more penalties during one game. The Head Coach shall be suspended for the next game of that team.*

## **25. Disputes / Operation of Tournament**

After the commencement of the first game, the tournament Supervisor of Officials or his/her appointee shall act as final arbitrator in all disputes involving the interpretation of the playing rules. For any other decision that has to be made with regard to conducting of the tournament, the Tournament Director shall have the final authority to make the appropriate decision.

For any other decision other than playing rules interpretation, with regard to the operation of the tournament (including zero tolerance, tournament play or conduct not in the best interest of hockey), the Tournament Director shall have the final authority to make the appropriate decision.

## **26. Tournament Awards**

Banners shall be awarded to the first place team in each classification. All Championship game participants will be awarded a medal.

## **27. Locker Rooms**

Locker room assignments will be posted at the main rink entrance. A team manager or coach will be responsible for obtaining the key for their appointed locker room. Locker rooms will be checked after each game, it is the team manager's or coach's responsibility to make sure the locker rooms are cleaned and report any damage before or after each game. Locker rooms must be vacated within 30 minutes after the game.

Only rostered players, coaches, or managers will be allowed in the locker room area. Prior to the start of each game, the team must designate a Safe Sport qualified adult who will be in possession of the locker room key during the game and will be responsible for escorting any ejected player(s) into the locker room.

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