

CSAHA Tournament Rules



Updated 7-15-18

Rules apply to:

Salute to Veterans Tournament Nov 9th-12th, 2018

Colorado Cup Tournament Dec 28th-31st, 2018 and Jan 1st, 2019

President's Day Tournament Feb 15th-18th, 2019

1. Except as altered by Tournament Rules & Format, USA Hockey rules will govern hockey play. All on-ice officials will be registered with USA Hockey.
2. Teams will plan travel around the dates of the tournament with games starting the morning of the first day of the tournament, games may start as early as 6:30 am during the tournament. There will be no schedule changes to accommodate team travel. Teams should have Home (light) and Away (dark) jerseys. Home team will wear light colored jersey.

CSAHA Tournaments may accept a minimum of five (5) Tier II and recreational teams in each of the following age divisions (the tournament reserves the right to take 4 teams in a division if a fifth team cannot be found, this will be done with the consent of the other teams who have applied for said division):

- Squirt AA, Squirt A & Squirt B
- Pee wee AA, Pee wee A & Pee wee B
- Bantam AA, Bantam A & Bantam B
- Midget Minor AA & Midget Minor A

- Girls U14AA and U19 AA - Colorado Cup
- Youth Sled Hockey – Presidents' Day

The tournament fee is \$15000 for Squirts, \$1550 for Peewees, Bantams, Midgets and Girls and \$850 for Youth Sled Hockey. Once a team has been accepted into the tournament, no reimbursements of the tournament fee will be provided.

There is no entry/gate fee for spectators.

Teams may only play at or above their USA Hockey registered level unless approved by our Hockey Director. An official, registrar-signed USA Hockey roster must be provided prior to the tournament that verifies the official level of the team. The USA Hockey registration is the only means of determining tournament division placement. The level of play or performance in league play will have no bearing on tournament placement.

3. The number of games is determined by the number of teams in each division. Each team is guaranteed a minimum of four (4) games and a maximum of six (6) games. Squirt will consist of three (3) 12-minute stop clock periods, with a curfew of 60 minutes. Peewee, Bantam, Midget and Girls games will consist of three (3) 15-minute stop clock periods, with a curfew of 75 minutes. Youth Sled Hockey will consist of (3) 13-minute stop clock periods, with a curfew of 60 minutes.

There will be no ice makes during the games. There will be a three minute warm-up period before each game. The curfew will be enforced for all games except semi-finals and championship games.

Each team is allowed one (1) timeout per game. Timeouts are allowed if a game is in curfew time.

If a game is in curfew time and the score of the game is a 2 goal difference or less the clock will revert to stop clock in the final 2 minutes of the game.

If the score differential is 4 or more at any point during the third period, the game clock will revert to run time until the differential is reduced to less than 4 (all tournament games).

The format will be round robin with a championship game at each level. All teams, players, and coaches must be registered with USA Hockey.

Team and individual awards will be given for the 1st place team in each division and individual awards will be given to the 2nd and 3rd place teams (3rd place awards are only given in Presidents' Day Tournament).

4. Games will start early if ice is available. Teams should be dressed and ready to be on the ice fifteen minutes prior to the scheduled start time. If a team is not prepared to play the game 15 minutes to the scheduled starting time of the game and/or refuses to play a scheduled tournament game, the team forfeits the game. See the note below regarding game forfeitures.

5. Points will be awarded as follows: 2 points for a win, 0 points for a loss, 1 point for a tie.

6. Semi-final and Championship games will not end in a tie. If a semi-final or championship game is tied at the end of regulation time, a 5-minute (stop time) sudden-death overtime period will be played. **This will be a 3 on 3 overtime period.** If the game remains tied after the overtime period, a shoot-out will decide the outcome. For the shootout, each team will select five shooters and a goaltender from their roster. Shooters will alternate taking penalty shots at the opponent's goaltender. The team with the most goals after five shots will be declared the winner. If still tied, the shootout will continue using an additional skater from each team until a winner is established. Teams must use all of the skaters on their roster before any of the previous chosen skaters are eligible to shoot again. Each team will take the same number of shots.

7. Ties which exist at the conclusion of a round robin or position round will be broken using the following criteria (in order until the tie is broken).

If two teams have an equal number of points, their position in the standings shall be determined first by the result of their head to head game and then the following tiebreaking format. If 3 or more teams are tied head-to-head will not be used as a tie-breaker. 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 tiebreaking process over again at step 1. (If all tied teams have not played each other, then proceed to step 2).

Note: A team may go into the tiebreaking process having defeated another of the tied teams and still not advance).

Note: A maximum five goal differential per game will be used when calculating both the differential and quotient tie breakers listed below.

The tie-breaker formulas are as follows:

1. The results of the head-to-head games played between the tied teams in the following order:

a. Standings — Most points.

b. Most wins.

c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.

d. 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."

2. If after applying the formulas of 1 a, b, c or d the tie still exists, the results of all the games played by the teams tied in the following order.

a. Most wins.

b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.

c. 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 tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”

d. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.

e. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.

3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

Note: Forfeits – According to CAHA’s Policies and Procedures, any team that enters the tournament and fails to appear on time for a scheduled game (forfeits the game) or any team who fails to provide a valid roster (signed and sealed by their appropriate USA Hockey Registrar) to the Tournament Director prior to the first game of the tournament will be subject to: 1) forfeit all tournament games as determined by the tournament director; 2) pay for all expenses, including but not limited to referee fees and ice costs for each forfeited game; and 3) denied entry in any Colorado tournaments for the remainder of the season and any approved travel permits will be rescinded. Additionally, 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.

8. All US teams, players, and coaches must be registered with USA Hockey and provide the tournament with a USA Hockey Roster. That roster must include at least one Team Manager. Foreign teams must be registered with their federation. A credentials check, to include a roster check will occur prior to the start of the tournament for each team; this will be done by email prior to arrival at the tournament. Team managers provide the following documents to the tournament director no later than 30 days prior to the start of the tournament.

- USA Hockey or Hockey Canada certified player roster
- Application with full contact information/signatures

- Official tournament roster form
- Travel permits will be required/checked for all teams from an affiliate requiring travel permits (and any non-US teams).

9. The tournament will be using Sports NGIN, so it will be important to have the final rosters no later than 30 days prior to the start of the tournament. No roster changes will be permitted beyond this deadline, without prior approval of the tournament committee. Game results will be posted into Sports NGIN no later than 24 hours after the game has been played.

10. The Tournament Committee reserves the right to make final decisions in terms of interpreting the tournament rules and resolving issues or disputes as necessary. Any protests will be subject to a \$200 nonrefundable administrative fee. The protest must be written and filed with the Tournament Director within two hours of the conclusion of the game in question. The Tournament Committee will be the convening authority and will make the final decision. The decisions of the Tournament Committee are final and not subject to appeal. Protests on Referee Calls during the game will not be considered.

11. To obtain a locker room before each game, a team representative must check in at the rink manager table and surrender car keys. Locker rooms will be checked before and after each competition. Lockers rooms damaged or trashed will result in a \$200 fine or costs of the damages, whichever is higher.

12. Fighting will not be tolerated. Any player penalized for fighting will be expelled from the tournament.

13. Teams selected to play are required to stay at official CSAHA sponsored hotels and book through Traveling Teams. Lodging information will be posted on the website soon. Failure to do so will result the team not being allowed to play.

14. Neither the tournament nor the rinks are responsible for injuries. It is the responsibility of the team manager to have applicable USA Hockey injury reports and insurance forms available in the event of an injury.

Tournament Format (4 team division)

Pools. Teams will be placed into a single pool.

Round Robin. Teams will play each of the other teams once. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).

Championship Game. The top two seeded teams after round robin play will advance to the Championship game.

Consolation Game. The 3rd and 4th seeded teams after round robin play will play for a 3rd place award.
Only for Presidents' Day Tournament

Tournament Format (5 team division)

Pools. Teams will be placed into a single pool.

Round Robin. Teams will play each of the other teams once. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).

Championship Game. The top two seeded teams, after round robin play, will advance to the Championship game.

Consolation Game. The 3rd and 4th seeded teams after round robin play will play for a 3rd place award.
Only for Presidents' Day Tournament

Tournament Format (6-team division)

Pools. Six teams will be placed in a single pool.

Round Robin. Teams will play four other teams within the pool. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).

Championship Game. The top two seeded teams will advance to the championship game.

Consolation Game. The 3rd and 4th seeded teams after round robin play will play for a 3rd place award.
Only for Presidents' Day Tournament

Tournament Format (7-team division)

Pools. Teams will be placed in a single pool.

Round Robin. Teams will play four of the other teams within their division. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).

Championship Game. The top two seeded teams after round robin play will advance to the Championship game.

Consolation Game. The 3rd and 4th seeded teams after round robin play will play for a 3rd place award.
Only for Presidents' Day Tournament

Tournament Format (8-team division)

Pools. Eight teams will be divided into two pools of four teams each.

Round Robin. Teams will play each of the other teams within their pool. After round robin play is completed, teams will be seeded within their pool based upon point standings (and tie-breakers if necessary).

Playoff Round. The top two teams from each pool, after round robin play, will advance to the semi-finals. The third place teams from each pool will play each other in a consolation game, as will the fourth place teams from each pool. Semi-final games will match the top seeded team from each pool vs. the second seeded team from the opposite pool.

Championship Game. Winners of each semi-final game will meet each other in the Championship game.

Consolation Game. Losers of each semi-final game will meet in the Consolation game for a 3rd place award. Only for Presidents' Day Tournament

Tournament Format (9-team division)

Pools. Teams will be placed in a single pool.

Round Robin. Teams will play four of the other teams within their division. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).

Championship Game. The top two seeded teams after round robin play will advance to the Championship game.

Consolation Game. The 3rd and 4th seeded teams after round robin play will play for a 3rd place award.
Only for Presidents' Day Tournament

Tournament Format (10-team division)

Pools. Teams will be placed into two pools.

Round Robin. Teams will play each of the other teams within their own pool. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).

Championship Game. The top two seeded teams in each pool will advance to the semi-finals. The top seeded team in each pool will play the second seeded team in the opposite pool. The winners of the semi-final games will advance to the championship.

Consolation Game. Losers of each semi-final game will meet in the Consolation game for a 3rd place award. Only for Presidents' Day Tournament.