

2018-19 Winter Classic Tournament Rules & Regulations

The USA Hockey Official Rules will be in effect for all tournament games. All coaches/managers are responsible for reviewing all rules in advance of the tournament.

- Each participating team must be officially registered with USA Hockey. A maximum of 20 players may roster.
- All coaches on the bench must be certified
- Teams must check-in with the Tournament Director 45 minutes prior to the start of their first game
- Each team must provide a copy of their certified USA Hockey roster and provide four roster stickers (4) per game for each game played during the tournament
- Each team must provide a penalty box attendant for each game who shall serve and act as an off-ice official under the supervision of the game officials.
- All players must wear numbered uniforms in the proper team colors
- The home team will wear a white or light colored jersey and the visiting team shall wear a dark colored jersey
- Teams will be responsible for any damages or littering to locker rooms and any other arena facilities
- Teams are not allowed to enter the ice surface until the Zamboni doors are closed and referees are on the ice. No exceptions.
- All referees decisions are final. Protests will not be allowed
- In games where HCA Midwest certified athletic trainers are on site they have the authority to make the final determination if an athlete is able to return to play.

Playing Time/Penalty Minutes

Playing time for all games will be stop-time periods as follows:

- Squirt: 12 minutes
- Pee Wee: 12 minutes
- Bantam: 12 minutes

A running clock will be used at any time during the game when one team is ahead by 5 or more goals, and will revert back to stop time only if the goal differential is reduced to 4 goals or less. The clock will stop for goals, penalties and injuries.

- Penalty times are as follows for Squirts, Peewees, and Bantams; Minor 1:30, Major 5:00, Misconduct 10:00
- Each team will be permitted a 1 minute time out per game - there are no timeouts during overtime

Starting Time/Warm-Up Period

- Teams shall be ready to take the ice up to fifteen minutes prior to the scheduled start time. If the tournament is running ahead of schedule, teams are expected to be ready to play
- Warm-up time shall be three (3) minutes at which time the teams will be ready to commence play

Zero Tolerance – Referees will be instructed to strictly enforce zero tolerance rules. The Tournament Director and staff reserve the right to remove from the arena players, coaches or spectators who violate USA Hockey zero tolerance policies.

Game Misconduct Penalty – Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game as further provided by USA Hockey playing rules.

Fighting or Fisticuffs - Players receiving major penalties for Fighting or Fisticuffs in tournament games shall be immediately suspended for all games remaining in the tournament. Players may be subject to additional suspensions by their home governing bodies.

Match Penalty – Any player, coach or manager who receives a match penalty shall be suspended immediately for the balance of the tournament and as further provided by USA Hockey playing rules.

Game Points - Teams will be awarded points in round-robin play according to the following:

- a. Three points for a win
- b. One point for a tie
- c. Zero points for a loss

Tournament Standings - Standings will be compiled by the tournament director and staff and posted at the rink. Teams will be ranked within their tournament division by the total number of points obtained. In the event of a tie, final standings will be determined by the following tie-breaker criteria:

1. Head to head competition – With 3 or more teams tied, all teams must have played each other and there must be an obvious winner. If not, we skip Head to Head and go to Goal Differential.
2. Goal Differential (Max of 5/game)
3. Goals Against (Max of 8/game)
4. Fewest Penalty Minutes
5. Coin Toss

Tie games / Overtime / Shootouts – Round-robin, pool qualifying games may end in a tie with each team to receive one point each. As well, if a consolation game ends in a tie, no overtime will be played. If a semi-final or championship game ends in a tie, the following tie-breaking procedure will be followed:

- a. **Overtime** - 5 minute sudden death overtime period (5 on 5, plus goalies). Penalties carry over into overtime. No timeouts are allowed in overtime.
- b. **Shootout** (3 players/team – each player may only shoot once) – most goals wins. Home team has option of shooting first or deferring to the visiting team. Players serving penalties at the end of sudden death may not participate in the shootout. Shootout will be conducted per USA Hockey penalty shot rules. Shooters do NOT need to be identified prior to the start of the game, i.e. they can be identified at the beginning of the shootout.
- c. If the shootout is tied after 3 players from each team have shot, the shootout continues in a sudden death format with one shooter from each team until a winner is decided. Each team must continue through their roster until all players have taken a shot. If the shoot-out is not decided after all players have shot, players will continue to shoot in the same order as their first shots.

****The 2018-2019 Winter Classic tournament series, Kansas City Youth Hockey Association, Kansas City Ice Center, tournament sponsors, officials, arena managers, volunteers, and all entities associated with the tournament will not be held responsible for injury or accident which may be incurred by a player, team official, parent, or spectator which may be incurred while attending, participating in or while traveling to or from the Winter Classic Tournament****