

2018-19 U8 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.
- All players must wear numbered uniforms in the proper team colors.
- Jersey colors will be assigned to teams one week prior to game time. Please wear the color assigned for your game. If there is a jersey conflict please let the tournament director know the day before the tournament.
- 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 referee decisions are final. Protests will not be allowed.

Playing Time

Games will be played 4 on 4 with blue pucks and playing time for all games will be 27 minutes running clock. Face offs will only occur to start the game & after goals. After a puck is frozen by the goalie, the offensive team must back up to allow the defensive team to put the puck back in play. Once the puck is put in motion, play will continue and the team previously on offense may begin to pressure the play. Play will be continuous and the horn will be sounded every 1:30. Players must leave the puck at the sound of the horn and new players will race to the puck. Coaches open the door on the buzzer and must make sure the door remains latched during play+. If a player is going to stay on the ice, that player **must return to the bench and touch the boards before touching the puck.** If the player fails to return to the bench and touch the boards, the referee will blow the play dead and award the puck to the other team

Penalties

Penalties will be called if the referee feels that there has been a change of possession due to an infraction. When the referee blows the whistle, the team fouled will put the puck back in motion. If a penalty is committed on a breakaway, the referee has the discretion to award a penalty shot to the player fouled. If the referee feels that a penalty is committed with the intent to cause an injury, the player will be sent off the ice and the team can replace the player immediately. The player sent off the ice can return at the coach's discretion.

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 two (2) 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 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

After 6 games of round-robin play, the teams will be ranked within their division from highest to lowest. Final games will be played according to team ranking.

- White Division - Seed 1 Norris will play Seed 1 Patrick in the Championship game. Seed 2 Norris will play Seed 2 Patrick for third place. All other teams will continue with cross-over consolation games – for example, the 5th ranked teams in each division will play one another.
- Red Division - Seed 2 will play Seed 3 with the winning team moving on to the Championship game versus Seed 1 and the losing team placing third overall. The remaining teams will play Seed 4 versus Seed 5, Seed 6 versus Seed 7, etc.

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 – If 3 or more teams are 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 Most Wins.
2. Most wins
3. Goal Differential (Max of 5/game)
4. Goals Against
5. Goals For (Max of 8/game)
6. 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** - 3 minute sudden death overtime period (4 on 4, plus goalies).
- 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. 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.