



# Tournament Rules and Regulations

## September 27 – 29, 2024

### *Tournament Directors*

*Megan Sparks*

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1. All teams must be registered with U.S.A. Hockey.
2. The use of ineligible players will disqualify teams from remaining tournament play. All games played by the disqualified team will be forfeited (3-0 score recorded). No monies will be refunded.
3. Any forfeited games affecting other teams in terms of playoff status, may be reviewed by the tournament director to determine which teams advance beyond preliminary round play.
4. **Players and coaches should report at least 45 minutes prior to scheduled start time. If games are running ahead of schedule, teams should be prepared to start as early as 20 minutes prior to the scheduled start time.**
5. A team representative, either a coach or manager appearing on the team's official roster, should report to the tournament director at least 30 minutes prior to the start of each game to attend to administrative responsibilities including turning in their official USA Hockey Certified Roster before the first game.
6. **Individual players typically do not have to sign in prior to each game. However, the tournament director reserves the right to impose a player "sign in" at any time during the event. If such a requirement is imposed, the team manager and/or coach will be notified at least 30 minutes prior to game time.**
7. If a conflict or dispute arises, the tournament director reserves the right to make the final decision.

## PLAYING RULES

1. A zero-tolerance rule for verbal abuse is in effect. For players, a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a player:
  - A. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
  - B. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any person.
  - C. Visually demonstrates any sign of dissatisfaction with any decision by an official.
2. For coaches/managers/trainers; a minor penalty for unsportsmanlike conduct (zero-tolerance) shall be assessed whenever a coach/manager/trainer:
  - A. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
  - B. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any person.
  - C. Visually demonstrates any sign of dissatisfaction with any decision by an official including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players, or spectators.
  - D. Please keep in mind that the tournament director does not have the authority to reverse the decisions of the game officials.
3. U.S.A. HOCKEY playing rules for all games. Please note the following rules:
  - A. Any player receiving 4 penalties (major, minor, misconduct or any combination of these) in one game will sit out the following game.
  - B. Any team receiving 12 penalties (major, minor, misconduct or any combination of these) in one game will have their head coach sit out the following game.
  - C. No center ice line except for icing the puck.
  - D. Automatic "offsides" rule is in effect.
  - E. Teams are required to adhere to their local sanctioning body's equipment requirements.
  - F. **Penalty lengths: Minor penalties are 1 minute for 10U, 1 minute 30 for 12U and 2 minutes for 14U/19U and Major penalties are 5 minutes. Misconduct penalties are 10 minutes.**
4. Any game misconduct results in an automatic one game suspension regardless of when the infraction took place during the game. In other words, if a player is given a game misconduct during a game, he/she must sit out their team's next game.
5. Any player or coach receiving a match or gross penalty will be disqualified from further tournament play. Suspended individual is not permitted on the bench or locker room.
6. Tournament directors reserve the right to take measures necessary to ensure completion of game(s) such as, but not limited to, suspending ice resurfacing, moving awards presentation(s) to an "off ice location.
7. **Mercy rule: if 5 or more goals separate the teams at the end of the second period or at any time during the third period, running time will commence for the remainder of the game. If the trailing team reduces the goal differential to 2 goals, stop time will resume for the remainder of the game.**  
**The maximum goal differential attainable per game is +/-6**
8. **TEAMS MUST BE PREPARED TO BEGIN A GAME UP TO 20 MINUTES AHEAD OF SCHEDULE.** Failure to comply with this rule may result in the assessment of a two-minute bench minor penalty. The decision to start a game earlier than scheduled is at the discretion of the tournament director.

9. No time outs will be allowed in preliminary round games, **one (1) time out per team will be allowed in SEMI-FINAL AND CHAMPIONSHIP GAMES ONLY.**
10. For the purpose of determining preliminary round standings, 2 points for a win, 1 point for a tie, 0 points for a loss.
11. Games may be terminated entirely, subjected to curfew, or having running time instituted at any time if the tournament director after consulting with the referees, deems it necessary. Tournament director reserves sole discretion in regard to the allowing of result of game at the time of termination, to be entered into preliminary game standings.

**PERIOD LENGTHS:**  
**10-10-10 MINUTES 10U, 12-12-12 12U, 13-13-13 14U & 19U DIVISIONS.**

Semi-final and championship games: period times will be same as above. If tied at the end of regulation play, the teams will play a 5 minute of sudden death overtime **4-v-4** (4 players plus a goalie per team). If teams are still tied after the overtime period, then a "shoot-out" will take place.

**PENALTIES DURING OVERTIME**

When a team receives a penalty during overtime, that team will skate shorthanded 4-v-3 during this time. If that same team receives another penalty, while the time of the first penalty is still being served, the teams will skate 5-v-3. Once the first player's penalty has expired, the player will enter the ice and the teams will play 5-v-4 until the next stoppage of play. During this stoppage, the teams will then go back to 4-v-3 power play and the player still in the box will enter the ice once their respective penalty has expired and the teams will skate 4-v-4.

**"SHOOT OUT" FORMAT**

1. The team manager/coach must indicate order of shooters by placing the numbers 1-10 next to appropriate player on game sheet or if available from tournament director, a "shootout" form prior to the start of a semi-final or championship game. The visiting team will be required to shoot first in all shootout rounds.
2. The "shoot out" will start with a round of three (3) shooters per team. If a team outscores its opponent in the round, then the game has been decided and no further rounds will take place. If the game remains tied after shooters 1-3 have completed their respective attempts to score, the shootout will proceed to a "**sudden death**" format starting with shooters 4-10. Sudden death means the first team to score without the opposing team scoring, wins. This process will be continued indefinitely until a non-tie situation exists. If the score remains tied after attempts from shooters 4-10, the order returns to shooters 1-3 and so on. The shooting order cannot be changed during shootout.
3. To start the "shoot out" process the shooter designated "1" will shoot first, "2" will shoot second and so on.
4. **Players receiving a penalty in overtime that has not expired by the end of overtime are not eligible to participate in the shoot-out and cannot be substituted for by the team. The spot(s) will be skipped and the next player in the order will shoot.**
5. Goaltender substitution once the "shoot out" process has begun is not permitted unless an injury occurs.
6. If a team has less than ten non-goaltender players on the roster, then the players assigned the lowest numerical positions in the first round (positions 1-3) will assume the "shoot out" positions that have not been assigned in the Second round (positions 4-10) due to a short roster that does not allow for the entire second round of shooters to be filled. Shooter "1" of the first round will fill in the first vacated spot of the second round of shooters; shooter "2" will fill the second and so on.

## **PLAYOFF FORMAT**

Please refer to tournament scoreboards or speak to a tournament director to determine playoff format for each individual division. It is incumbent upon the team management/coaches to confirm with a tournament director their final position in the standings and their playoff status, before leaving the rink upon completion of preliminary round games.

### **Tie Breakers to Determine Playoff Teams**

1. Head to Head competition. Direct play between two tied teams.
2. Goal Differential. The team with the greater goal differential (goals for minus goals against) will advance. The maximum goal differential per game is six.
3. Least goals against.
4. Lowest penalty minutes.
5. Coin Toss.

#### Tie Breaker Special Cases

**Scenario 1.** 4 Team Division, 3 Teams are tied with identical records and the 4<sup>th</sup> team in division has 0 wins and 3 losses. Since the 3 tied teams have all defeated the 4<sup>th</sup> team and have compiled identical win and loss records in preliminary round games, rule 1, “Head to Head” is longer a valid comparator.

Tie breakers are then applied in order as listed above, Goal Differential, then Least Goals against, then Lowest penalty minutes and if required a 3-way coin toss. In the 3-way coin toss, the 2 teams possessing a similar result will advance. If only one playoff spot remains available, the remaining 2 teams will repeat the coin toss.

**Scenario 2.** A division with more than 4 teams has 3 or more teams tied in total points upon completion of the preliminary round play. Each tied team has not played all remaining tied teams in preliminary round games.

Tie breakers are then applied in order as listed above, Goal Differential will be applied, then Least goals against, then Lowest penalty minutes. After each tie breaker has occurred, if two teams remain and the head to head condition exists, then the team that won will advance to the highest position.

**Any scenario not specifically covered by the above will then be left to the discretion of the tournament director.**

### **Sanctioning and On-Ice Officials**

This tournament is sanctioned by USA Hockey. We are required to use USA Hockey certified officials and have them officiate only those games USA hockey has qualified them to officiate.

## PARENTS, SPECTATORS AND FANS REGULATIONS

We ask that all parents, spectators, and fans conduct themselves in an orderly, sportsmanlike, and professional manner when attending a tournament game. Any report of disorderly conduct in the rink, parking lot, etc. including, but not limited to the following, will not be tolerated:

- Parents, spectators, and fans going on the ice or into bench area, penalty box or scorer's box.
- Parents, spectators, or fans going into the referee's locker room or opposing team's locker room.
- Physical or verbal abuse of referee's, coaches, players, rink employees or tournament officials.
- Fighting amongst parents, spectators, or fans in the stands.
- Excessive use of noise makers

If any of these issues are abused, the Queen City Hockey (d.b.a. Cincinnati Swords) has the right to dismiss all culprits from the facility at any time. Also, to be included:

- 1. Parents, spectators, and fans are not permitted to confront the tournament director(s) or scorekeeper(s) at any time.** If an issue arises, that issue must be brought to the attention of the tournament director by a coach or manager. If a parent, spectator, or fan continues to abuse the tournament director(s) and/or scorekeeper(s), they can be dismissed from the facility at any time, by the director or rink personnel. If the person(s) does not leave in a timely fashion, police can be called to assist.
- 2. Any parent ejected from the rink during a game must leave the building and are not permitted back in the facility until the team's next game or whenever determined by the tournament director.**
- 3. Use of mechanical noise makers of any kind are prohibited. Excessive use of cow bells will also not be tolerated.**
4. The tournament director reserves the right to eject unruly spectator(s) from the premises. Typically, a warning is issued to the offending party and the situation is monitored. If behavior continues the offending party(s) will be asked to leave the building.