

2019 GRIT Tournament Rules

1. The UPMC Lemieux Sports Complex 2019 GRIT Tournament is sanctioned by USA Hockey. The tournament will be conducted under USA Hockey rules.
2. All players and teams from the United States participating in this tournament shall be properly registered with USA Hockey. Proof of such registration shall be presented to the Tournament Director prior to participation of the tournament.
3. Submission of team rosters: Unless prior permission has been received, the roster submitted to the Tournament Director shall be considered final. Each team must forward to the Tournament Director, at least two (2) weeks prior, a valid team roster and/or provide the team's USA Hockey roster link. The following team documentation is required for USA Hockey teams: Team Membership Application and/or an Official Team Roster. All players participating, as well as team officials must be on the official roster or team roster addendum.
4. A player who is rostered on more than one team in the same division must be identified to the Tournament Director at the start of the tournament and declare his/her primary team for head-to-head match-ups. A player rostered on a different team in another division may play with tournament permission. The tournament director should be informed about players rostered on more than one team.
5. The Tournament Director and Committee requires that each team properly presents its credentials prior to the beginning of tournament play when they sign in prior to their first scheduled game. Teams must complete this check-in procedure one (1) hour prior to their first scheduled game.

Tournament Format:

Note, formats shown below are suggestive regarding how the tournament may be organized from year to year. The email that teams receive each year outlining the format for that year supplant what appears below and will be the actual format for that particular year.

1. Divisions: Squirt AA, A Major, A minor; Pee Wee AA, A Major, A minor; Bantam AA, A Major, A minor.
2. 4 game guarantee .
3. 3 team divisions: Round Robin – each team will play the others twice; semi-final game between 3rd place and 2nd place (1st place bye); Championship game (winner vs. 1st place).
4. 4 team divisions: Round Robin, first round; semi-final. Winners go to Championship game.
5. 5 team divisions: Round Robin, first round. Top two (2) teams go to Championship game.
6. 6 team divisions: Round Robin (teams will not play every team in the division). Top two (2) teams go to Championship game.
7. 8 team divisions: Two (2) 4-team brackets - Round Robin within bracket, first round; top two (2) teams in each bracket go to semi-finals; remaining teams go to consolation game. Winners of the Semi-final games go to Championship game.
8. 7 or 9 team divisions: blind draw; top two (2) teams go to Championship game.

Tournament Point Structure:

Win – 2 points

Tie – 1 point

Loss – 0 points

No overtime or shootouts in round-robin or consolation games.

Tournament Tie Breakers:

1. Most wins.

2. Head to Head record.

3. Goal Differential

a. The maximum goal differential per game is +/- 7.

- b. Any forfeited game will be recorded as a 3-0 score.
4. Fewest Goals Against
5. Most Goals For
6. Team that Registered earlier (Registration is Time Stamped)

Three (3) or More Teams involved in a Tie-breaker:

In the case of more than two teams involved in a tie-breaker situation, the entire set of tie-breakers will be used to determine the first team to be eliminated. Then the entire tie-breaking protocol will be used with the remaining two teams to again eliminate the team losing via tie-breakers.

- If there are more than 3 teams tied, the entire protocol will be used again to eliminate teams until there are 2 teams remaining.
- In each instance, the entire tie-breaking protocol will be used, beginning with point 1.

Time Structure:

1. All games in Squirt/10U divisions will consist of 3 twelve (12) minute stop clock periods.
2. All games in Pee Wee/12U divisions will consist of 3 twelve (12) minute stop clock periods.
3. All games in Bantam/14U will consist of 2 twelve (12) minute stop clock periods and a 3rd period of fifteen (15) minutes (stop clock).
4. There will be no overtime or shootouts in round-robin/blind draw games, nor in consolation games.
5. Time Outs: One (1) time out consisting of thirty (30) seconds will be allowed per team in all games, including playoff and championship games.
6. The warm-up period for all games will be three (3) minutes; **teams should bring warm-up pucks.**

Mercy Rule:

At any point in the 2nd or 3rd period of non-championship games (this includes quarter and semi-final games), should the score differential be 5 or more goals, clock shall be a running clock. Stop time shall commence once again if the trailing team closes the score to within 4 goals.

There will be no mercy rule in any championship game.

Zero Tolerance Rule:

For coaches, players, fans and spectators, there will be zero tolerance regarding abusive language and disorderly behavior towards opposing teams, fans or game officials. Players, coaches or fans violating this policy will be escorted from the building and disqualified from the tournament.

In addition to vulgarity, racial/ethnic slurs and slurs relating to sexual orientation are prohibited and come under the zero tolerance policy.

Pucks:

Teams should bring warm-up pucks. The tournament will supply game pucks.

Penalty Box: Each team will provide an adult volunteer to staff the penalty box during games.

Ice Cuts:

Ice cuts will occur between each game.

Noise makers

Spectators may NOT use noise makers, including air horns, drums, shakers or other devices.

Playing Rules:

The official rules of USA Hockey will be used for all tournament games.

1. The home team will be noted on the tournament schedule. Teams are required to bring two (2) sets of jerseys-one (1) light and one (1) dark. In the event of conflicting colors, the home team will be required to change jersey colors. If a team owns only one (1) set of jerseys, this must be communicated to the Tournament Director prior to the tournament.
2. All teams must be ready to start their game 30 minutes prior to their scheduled game time.

3. Squirt/10U and Pee Wee/12U will play automatic offsides.
4. Bantam/14U will play delayed offsides.
5. The red line will be used for icing only.
6. Playoff and championship games: if the score is tied at the end of regulation, there will be a five (5) minute running-clock overtime period. Teams will play 4-on-4. The OT period is sudden death.
 - a. If the score remains tied, there will be a 3 player shootout; additional players will shoot until a winner is determined. Visiting team shoots first.
 - b. No player may repeat until all players have shot once. Players in the penalty box at the end of OT are not eligible for the shootout.
7. All players on the bench and penalty box must wear a protective helmet and face shield while in those areas. After a warning by the on ice official, a misconduct shall be assessed to the offending player of this rule.
8. The Tournament Director with the assistance of the Tournament Committee will be the final authority in all matters pertaining to the conduct and the governing of this tournament.
 - a. NO PROTESTS WILL BE ALLOWED regarding rules interpretations and judgment calls by game officials.
 - b. Live Barn will NOT be used to overturn any aspect of the tournament games, including...
 - i. penalties that were called,
 - ii. a penalty that a team feels should have been called, but was not called
 - iii. offsides calls
 - iv. disputed goal calls
 - c. PROTESTS regarding player eligibility will be heard by tournament officials. If the protest is upheld and it is determined a player has violated the eligibility rule, both the player and coach will be disqualified from the tournament, beginning from the point at which the player is determined ineligible. Disqualification will not affect a team's prior results or change a team's record.
9. All decisions of the Tournament Director and Committee are final.
10. UPMC Lemieux Sports Complex will not be responsible for any refund due to a team's inability to participate in the tournament unless the team withdraws within 30 days of the tournament. Teams withdrawing less than 30 days will only receive a refund if the tournament slot vacated is filled with another team.