

# TRI-CITIES AMATEUR HOCKEY ASSOCIATION

## TOURNAMENT RULES AND PROCEDURES

This guide describes the format, policies, and rules associated with the Tri-Cities Amateur Hockey Association Tournaments. Coaches should read this document carefully and ensure that they as well as their team understand the rules and policies of this tournament.

### 1.0 TOURNAMENT FORMAT

The Rumble at the River Tournament is a house round robin tournament. **If a player is rostered on any Rep Team roster they will not be allowed to play in our house tournaments.** The tournament schedule will be provided by the Tournament Director/Coordinator. Each team will play a minimum of four games. Advancement to the semi-final or championship game is based on a cumulative team scoring system. Points will be awarded in accordance with the following system:

### TEAM SCORING SYSTEM

#### 2 points per game

- 2 points for a game win
- 1 point for a game tie
- 0 points for a game loss

### TIE BREAKERS

If there is a tie in cumulative points when determining seed positions for the championship round, the following tiebreakers will be applied to the teams that are tied in the following order until the tie is broken:

1. Most Wins
2. Head to Head competition
  - \*Note: when there is a 3-way tie for a seed position head to head is eliminated**
3. Goal differential
4. Least penalty minutes
5. Coin toss

*Note:* Forfeits - 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.

### 2.0 PLAYING RULES

USA Hockey Rules and Regulations govern all games. The ice will be scraped between games. In the event two teams have similar jerseys, the visitors will wear penny jerseys supplied by the tournament director.

## **GAME FORMAT**

**For 10U and below**, a “Gretzky Rule” in effect – no player shall score more than 3 goals in any given game, including overtime in any championship round game.

**Game Times:** Please have your teams ready to take the ice 15 minutes before scheduled game times, so we can stay on schedule as close as possible.

### **Game Length:**

- **All round robin games** will consist of three 15-minute stop time periods and will have a one hour and 15-minute time limit curfew.
- **Championship & Semi-Final games** will consist of three 15-minute stop time periods and will have a one hour 30-minute time limit.

**Curfew:** If at any time a game is approaching the time limit curfew, the referee will make adjustments to ensure the curfew is met.

**Mercy Rule:** If in the third period one team is ahead by 5 goals, the remaining time will be running time, unless the team behind narrows the goal differential to 4 at which time tournament officials will revert to stop time. Time curfew still applies, so a run clock may still be in effect.

- **NOTE** – Penalties with a run clock – We will NOT adjust the length of penalties. A minor penalty remains 2 minutes and a major penalty remains 5 minutes. • **NOTE** – **Mercy Rule** does not apply for the Championship game only.

**Warm-up and between period time:** Teams must be ready to take the ice within 2 minutes after the Zamboni doors have closed, unless directed otherwise by tournament officials. There will be a 3-minute warm-up period that starts immediately after the Zamboni doors are closed and the referee and/or linesmen are on the ice. **NO TEAMS ARE ALLOWED ON THE ICE UNTIL DIRECTED BY THE OFFICIALS.** Each team is given 2 minutes between periods unless otherwise directed by tournament officials.

**Time-outs:** One Time-out will be allowed per team, per game. Time-outs will be one minute in duration.

**Locations:** All games will be played at one of the following two Tri-Cities Ice Arenas: • HAPO Ice Pavilion in Pasco, Washington

- Toyota Arena in Kennewick, WA

**Seven Team Tournament:** In a seven-team tournament, the team playing 4 games in round robin will have one game indicated to not count towards seeding. Volunteers to play the 4<sup>th</sup> game will be solicited and chosen at random. If no teams volunteer, a Tri City team will be chosen as the volunteer. The Tournament Director will predetermine which game will be the extra game and will be indicated as such on the official schedule.

### **TIED GAMES**

A tied game after regulation play in the round robin portion of the tournament will remain a tie. If tied after regulation play in semi-final or championship round, the teams will play a 5-minute 4 on 4 with goalies sudden death overtime period. If still tied after the 5-minute overtime period, the game will be settled via a shootout. The shootout will be performed in the following manner:

- First each team chooses three players, which alternately take penalty shots on the opposing goalie (the top seeded team chooses who goes first). If the teams are still tied, each team then alternates one player at a time until one team wins (every player on the team must shoot before any player gets a second shot).

## **3.0 TOURNAMENT POLICY**

### **PARTICIPATION**

All rostered players able to participate shall receive an equitable amount of ice time. Double shifting key players or short shifting players for any reason other than discipline or injury is not allowed. Special team play is not considered justification for double or short shifting players.

### **TEAM CHECK-IN**

Teams are required to check-in at least 45 minutes prior to their scheduled game time for locker room assignments and signing of the scoresheet (coaches). We ask that all teams be somewhat flexible with regard to start times, as changes may need to be made.

### **LOCKER ROOMS**

Teams are required to leave their locker room clean and damage free. Tournament officials will inspect the rooms after each game. Teams will be accountable for any damage to the facility.

### **PROTESTS**

The Tournament Director/Coordinator will handle protests and disputes. The Director/Coordinator reserves the right to make final decisions regarding the interpretation of tournament rules and policies. The Director/Coordinator will act in the best interest of the players, coaches, and the game in general. The

Director's/Coordinator's decisions are final and not subject to appeal. There are no protests allowed with respect to any official's calls. Protests must be filed with the Tournament Director/Coordinator or his/her designated officials, within 30 minutes of the disputed game. A \$100.00 cash (no checks) non-refundable payment must be made when filing the protest. A judgment will be rendered within approximately 60 minutes of receipt of the protest.

### **DISCIPLINE**

The Tournament Director/Coordinator shall also serve as the Discipline Chairperson. The Discipline Committee will consist of a minimum of three (3) persons appointed by the Tournament Director/Coordinator. Any discipline problems will be handled immediately after the game. The committee will meet first with the referee and/or linesman. Next, they will meet with the coach and/or player. The committee will then decide what action; if any, is required based on the guidelines found below. The coach and/or player so involved will then be notified of their decision.

### **ZERO TOLERANCE POLICY**

In accordance with USA Hockey guidelines, tournament officials reserve the right to end any game. PNAHA rules for the conduct of players and coaches will be in effect for this tournament. In addition, fighting, unsportsmanlike, or abusive conduct by team officials, players, or spectators will not be tolerated on or off the ice. Any such conduct may be grounds for removal from the tournament and, if necessary, from the ice arena.

### **TEAM DISQUALIFICATIONS**

Teams may be disqualified if:

1. They fail to pay tournament fees
2. Use an ineligible player(s). An ineligible player is defined as any Junior A/B, or full-time REP/Travel player that has participated or will be participating in any State TIER I, TIER II, Full-Time REP B, or USA Hockey Pacific District championship tournaments this season (i.e., no full-time REP players are eligible to participate in the Desert Classic tournament(s)). **NOTE: If a player is rostered on any Rep team they will not be allowed to play in our house tournament. There will be no exceptions to this.**
3. Abuse of the facilities.
4. Players, coaches, parents, or fans taunt the opposing team, and/or abuse Tournament Officials. Game Officials or employees of the ice arenas. There is zero tolerance in effect with respect to all of these issues.

### **PLAYER DISQUALIFICATIONS**

A player may be disqualified if:

1. A player receiving a game misconduct is ineligible to play in the following game. This penalty may be mitigated depending on the type and severity of the infraction as determined by the tournament director.
2. A player receiving a second game misconduct will be disqualified from further

tournament play.

3. A zero tolerance policy exists with respect to fighting. Players receiving a game misconduct for fighting will be automatically disqualified from further tournament play.
4. Any player or team representative receiving a Gross or Match penalty will be suspended for the remainder of the tournament.