



BIG THAW



OFFICIAL TOURNAMENT RULES

All rules established and published by USA Hockey shall apply, except as modified herein. Teams or players that violate the USA Hockey Zero Tolerance provision are subject to disqualification from the Championship Game and/or removal from the Tournament.

1. The Big Thaw is a House Tournament. The Tournament Director reserves the right to place a non-house team, to fill out a bracket, when it can be shown that the team under consideration has been playing at a level comparable to the other house teams in the bracket. This change has been made due to the proliferation of travel teams, who find themselves overmatched in travel leagues, and are similar to house teams.
2. Teams or players who misrepresent their qualification can be disqualified from the tournament and or championship game. In such a case, no refund will be issued.
3. **This is a NO CHECKING tournament for ALL divisions.**
4. Teams must submit a copy of their signed/stamped USA/Canadian Hockey Official Roster for the current season and a copy of a game sheet from November or December of the current season. Roster and Game Sheet MUST match. Failure to submit acceptable documentation or stay in Tournament Hotels (local teams exempt) may result in removal from the Tournament and/or ineligibility for the Championship round. Non-US teams must have a copy of their Travel permit.
5. In the event a player is found to be illegal, all games the player in question has played will be declared a forfeit. A forfeited game will result in the opposing (non-offending) team receiving a 3-0 win and 5 points.
6. Teams must be prepared to begin all games up to 15 minutes prior to the scheduled start time.
7. No player can play for more than one team in the tournament unless they are playing in a different age division.
8. Maximum players in a game is 20 (18 skaters and 2 goalies). A player must sign in and participate in at least one preliminary game to be eligible for any playoff games.
9. Full equipment (**including a mouth guard and neck guard**) is required for all players. (Canadian teams must comply with their association's equipment rules and wear neck guards.)
10. Each team is responsible for supplying an adult over the age of 18 to cover their penalty box for their games.
11. Rochester Ice Center along with Rochester Ice Hockey Officials Association (RIHOA) will enforce the **"Zero Tolerance Rule"** for fighting. Any player(s) or team official(s) assessed a penalty for fighting WILL AUTOMATICALLY BE SUSPENDED for the remainder of the tournament. The tournament committee shall review all other game or match penalties.
12. Please respect the referees. RIHOA referees will also be utilizing the **"Zero Tolerance Rule"** when it comes to abuse of an official. NO abuse of any game official will be tolerated and NO preliminary warning will be issued before a misconduct penalty is assessed. Parents and spectators are subject to immediate removal from the arena for any abusive or intolerable behavior. Teams can be requested to put away noisemakers.
13. If there is an issue regarding officials or something occurring on ice during a game, teams have one hour after the game to report the incident to the Tournament Director. Only the Rostered Head Coach will be able to address the issues raised above.
14. Running clock time will be in effect for the remainder of the game once the 20th penalty of a game occurs.
15. Mercy Rule: if in the 3rd period, the goal differential is six or more, running clock time will be in effect until the goal differential is 5 or less. Each game will be limited to a 7 goal differential for tie breaker purposes.
16. There are NO timeouts for round robin/preliminary games and one (1) thirty (30) second timeout per team during the finals or championship game.
17. If a tie results between teams after completion of all round robin games (preliminary games), the following rules will be used to decide the winner. (If more than two teams are tied, start with #2. Once 2 teams are left, start over at #1.)
 - 1 Head to head records against each other in the tournament (does NOT apply if 3+ teams are tied)
 - 2 Win record (team with the most wins advances)

- 3 Goals for / Goals against ratio (GF+GA/GA)
- 4 Goals for (the team with the most advances)
- 5 Goals against (the team with the least amount)
- 6 Team with the fewest penalty minutes (minor and major only – misconducts do not apply)
- 7 Coin Flip

18. All championship games must be played. If one of the teams who qualified is unable to participate in a final game due to unforeseen reasons or disqualification, the divisional runner-up or next qualified team will take their place. The team unable to participate will forfeit all rights to any and all awards.
19. The championship game in each division will allow for full period play (no curfew). If the semi-final or championship game ends in a tie there will be up to 2 overtime periods until the first goal is scored. First will be a 4 minute 4 on 4 OT. If still tied, a 3 minute 3 on 3 OT will take place. If necessary, a 3 player shoot out after overtime will occur to determine the winner. Shooters can repeat if still tied after the 1st three shooters.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO MODIFY ANY RULE HEREIN, WHICH IS DEEMED NOT IN THE BEST INTEREST OF THE TOURNAMENT OR YOUTH HOCKEY. ALL DECISIONS OF THE TOURNAMENT COMMITTEE ARE FINAL. NO PROTEST WILL BE CONSIDERED DURING THE TOURNAMENT.

GAME DURATION

- 10U Division (3) Ten minute stop time periods
- 12U Division (1) Ten minute stop time period and (2) Twelve minute stop time periods
- 14U Division (3) Thirteen minute stop time periods
- 18U Division (3) Fifteen minute stop time periods

TOURNAMENT POINT SYSTEM

- 4 points for a win 2 points for a tie 0 points for a loss
- 2 points for each period won 1 point for each period tied

A maximum of 10 points are available for each game.

PENALTY MINUTES

- Minors: 1:30 minute (10U, 12U, and 14U Divisions) 2:00 minute (18U Division)
- Majors: 5:00 and 10:00 minute (all divisions)
- Misconducts: 10:00 minute (all divisions)

TOURNAMENT FORMAT AND DIVISIONS

4 Team Divisions - Teams will play each other in a round robin. All 4 teams will advance to a semifinal round (1v4 and 2v3). Winners of the semifinals will advance to the Championship game.

6 Team Divisions - Teams are split into 2 sub-divisions and will play 3 games against the other division. The top 2 teams in each sub-division will advance to the semifinal playoff games. The 1 seed will play the 2 seed in each division in the semifinals. The remaining 2 teams will play in a consolation game. Winners of the semifinals will advance to the Championship game.

8 Team Divisions - Teams are split into 2 sub-divisions and will play 3 games within their division. The top 2 teams in each sub-division will advance to the semifinal playoff games. The 1 seed in one division will play the 2 seed in the opposite division in the semifinals. The remaining 2 teams will play in a consolation game. Winners of the semifinals will advance to the Championship game.