

# Fremont Freeze Tournament Rules



The goal of the Fremont Freeze Hockey Tournament is to provide a fun, competitive and enjoyable tournament for all participants, parents and spectators. USA Hockey Zero Tolerance Policy will be enforced. Improper and abusive behavior will not be tolerated. It is the responsibility of all players, coaches and parents to exemplify good sportsmanship.

## General Rules and Information:

- The USA Hockey Official Rules of Ice Hockey shall apply.
- All players and teams must be properly registered and rostered with USA Hockey. Each team must produce a certified copy of its roster 1 week prior to the start of the tournament.
- All coaches on the bench must be properly certified to coach through the USAH CEP program.
- Teams will be responsible for any damage or littering to locker rooms and any other arena facilities. Offending teams may be disqualified from the tournament for serious violations of this provision.
- The home team is listed first on the schedule. Home team wears white/light jerseys. Visitors wear dark jerseys.
- The decisions of the game officials are final. No protests are allowed.
- Each team will provide an adult penalty box attendant who shall serve as a neutral off-ice official under the direction of the game officials.

## Playing Time:

- All Age Groups: 12 minute stop time periods.
- Time Outs: Each team is permitted one (1) one-minute time out during regulation play. No time outs are permitted in overtime play.
- Running Time: Five (5) goal differential in the second period. Clock stops on goals, penalties and injuries. Clock starts on next face off. Stop time resumes if goal differential is reduced to four (4) or less.
- Start Times: Teams must be ready to play up to 20 minutes prior to their scheduled start time.
- Warm Up: Teams may take the ice only after Zamboni doors are closed and game officials are on the ice. A three (3) minute warm up shall be allowed. Players are to take their positions and officials are directed to start play without delay upon the expiration of the three (3) minute warm up period.

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## Penalties:

- USA HOCKEY RULES BASED ON 12 MINUTE PERIOD LENGTH:
  - Minor penalties: 1:00
  - Major penalties: 3:00
  - Misconduct: 6:00

No games will end in a tie. All games shall continue to a three-player shootout if the teams are tied at the end of regulation play. A one-minute break will take place before the shootout begins.

## Shootout:

- USA Hockey penalty shot rules and procedures shall apply.
- There shall be a three (3) skater shootout with the team scoring the most goals winning after each team has taken its three (3) shots.
- The visiting team shall shoot first. Players serving penalties at the end of overtime play will not be allowed to participate in the shootout.
- The referee does not need to know who is shooting next nor does the coach need to tell the official who is shooting next. It is the official's responsibility to track this OR instruct an off-ice official to do so.
- Sudden Death Shootout: If the teams are still tied after three (3) skaters from each team have shot, skaters from each team will continue to shoot until a winner is determined. A skater may not shoot again until all other skaters on his team have shot. If a team goes through all skaters on its roster, the skaters will continue to shoot in the same order as the first round until a winner is determined.

Note: Goaltenders are not allowed to shoot and do not count as a "skater."

## Ties in Standings

Tie-Breaking Procedure If two or more clubs are tied in points during the regular season, the standing of the clubs is determined in the following order:

1. The greater number of games won, excluding games won by Shootout.
2. The greater number of games won by the Club in any manner (i.e., 'Total Wins').
3. The greater number of points earned in games against each other among two or more tied clubs.
4. The greater differential between goals for and against (including goals scored in Overtime or awarded for prevailing in Shootouts) for the tournament. (Max six goal differential per game).