

Wenatchee Apple Cup

Welcome to the Wenatchee Apple Cup!

This guide describes the format, policies, and rules associated with the Wenatchee Amateur Hockey Association Apple Cup Tournament. Coaches should read this document carefully and ensure that they, as well as their teams, volunteers and parents understand the rules and policies of this tournament. Guide last updated September 2024.

For each game played:

- 🏒 All teams are required to bring your own pucks for your team's pre-game warm-ups. If you forget your pucks, we can sell pucks to you to use.
- 🏒 All players are required to wear a neck laceration protection as outlined by USA Hockey/Hockey Canada. Players are not allowed to be on the ice and participate in any games without a proper neck laceration protection.
- 🏒 For 12U, 14U & 18U matches - Provide a member from your association to be in your own penalty box during the duration of the game.

TOURNAMENT FORMAT

The Wenatchee Apple Cup is a recreational/house tournament. Each team will play three games divided into two divisions. A fourth game (consolidation game or championship game) advancement is based on a cumulative team scoring system. Points will be awarded in accordance with the following system:

Team Scoring System

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

Tie Break

If there is a tie in cumulative points when determining seed positions for the championship round, the following tie break rules will be applied in order, until the tie is broken:

1. Head to Head
2. Goal Differential (GF - GA) Maximum of +/- 7 for each game.
3. Fewest Goals allowed
4. Coin toss

Tied Games

A tied game after regulation play during pool play of the tournament will remain a tie. A tied game in the championship round will be settled via a shoot-out. A coin toss will determine the team who chooses to go first. Coin is called by the higher seeded team. The shoot-out will be performed in the following manner:

1. A Best of 3 format will be used. Teams choose 3 players, who will alternate shooting on the

opposing goalie.

- If teams are still tied, a Best of 1 format will be used. Players are not allowed to participate again until all players in the team roster have been used.

PLAYING RULES

USA Hockey Rules and Regulations govern all games. There will be an ice cleaning before all games.

Game Format / Game Length:

Age	Game Time Limit	Game Format	No of Skaters	Penalties	Other Game Details
8U	60-min curfew* 90-min curfew* (Championship round) see section on Championship format	Half-Ice, Three 15-mins RUN clock periods with intermediate nets Used 3-min warm-up 1-min intermission between periods	4 skaters vs 4 skaters plus a goalie for each team	If a player commits a penalty, the player will be sent to the bench and immediately replaced. NO POWER PLAYS.	Faceoffs at center ice to start each period and after a goal. A puck covered by the goalie is dropped behind the net after the whistle and the opposing team drops back to center ice to allow break out.
10U	75-min curfew* 90-min curfew* (Championship round)	Half-Ice, Three 17-mins RUN clock periods 3-min warm-up 1-min intermission between periods	4 skaters vs 4 skaters plus a goalie for each team	Minor: 1:30 minutes Major: 4:00 minutes Misconduct: 8:00 minutes.	Faceoffs at center ice to start each period and after a goal. A puck covered by the goalie will result in a faceoff after the whistle.
12U	75-min curfew* 90-min curfew* (Championship round)	Full Ice, Three 15-mins STOP clock periods** 3-min warm-up 1-min intermission between periods	5 skaters vs 5 skaters plus a goalie for each team	Minor: 1:30 minutes Major: 4:00 minutes Misconduct: 8:00 minutes.	Mercy rule - If at any time during the third period one team is ahead by 5 goals, the remaining time will be run time, unless the team behind narrows the goal differential to 4, at which time tournament officials will revert to stop time.
14U	75-min curfew* 90-min curfew* (Championship round)	Full Ice, Three 15-mins STOP clock periods** 3-min warm-up 1-min intermission between periods	5 skaters vs 5 skaters plus a goalie for each team	Minor: 1:30 minutes Major: 4:00 minutes Misconduct: 10:00 minutes.	Mercy rule - If at any time during the third period one team is ahead by 5 goals, the remaining time will be run time, unless the team behind narrows the goal differential to 4, at which time tournament officials will revert to stop time.
18U	75-min curfew* 90-min curfew* (Championship round)	Full Ice, Three 15-mins STOP clock periods** 3-min warm-up 1-min intermission between periods	5 skaters vs 5 skaters plus a goalie for each team	Minor: 1:30 minutes Major: 4:00 minutes Misconduct: 10:00 minutes.	Mercy rule - If at any time during the third period one team is ahead by 5 goals, the remaining time will be run time, unless the team behind narrows the goal differential to 4, at which time tournament officials will revert to stop time.

*If at any time a game is approaching the time limit curfew, the referee or timekeeper will adjust the time or run the clock to ensure the curfew is met. Current USA Hockey Rules and Regulations govern all games and reflect the 2021- 2025 Rule Book.

** 12U, 14U & 18U games - If getting close to curfew, the third period will transition to a 15-min RUN period as determined by referees and score clock staff.

Championship Round Game Format:

At the conclusion of pool play, the top team from each pool along with the highest remaining team in the overall standings will advance to a semi-final game. This game will be 30 minutes in length, 2 periods each 15 minutes RUN clock periods. After a 5-minute break, the winner of each semi-final will advance to the Championship game. The loser of each semi-final will play in a 3rd Place game. These games will also be 30 minutes with 2 15-minute RUN clock periods.

The remaining teams will play a consolation game as determined by overall standings. These games will be standard format and length.

Warm-up and between period time:

An ice cleaning will take place prior to each game. 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 60 seconds between periods unless otherwise directed by tournament officials.

Goal Limit:

Max is 3 goals per player per game. (Gretzky rule) Subsequent goals by the player will be disallowed with a face-off occurring at center ice for 8U/10U or nearest neutral zone for 12U/16U/18U. It is the teams' responsibility to keep track of goals scored by their players and not the referee or scorekeeper. Failure for a team to keep track of goals by your players during the game will result in disallowed goals with no protest.

Time Outs:

Time outs are only allowed during the 12U, 14U & 18U Championship Game. Only one 30 second timeout can be called per team. A time out must be called during a stoppage of play. There are no time outs allowed for 8U & 10U games.

Checking:

As the Apple Cup is an extension of the Wenatchee Amateur Hockey Association House League Program, there will be **NO CHECKING IN THIS TOURNAMENT.** Body contact as per USA Hockey Rules and Regulations is allowed.

Location:

All games will be played at the Town Toyota Center Event Ice Arena. Rinks have been designated as Event Ice and Community Rink. Locker room assignments will be posted at the entrance on the screen by the Community Rink Office.

TOURNAMENT POLICY

Participation:

All rostered players able to participate shall receive an equitable amount of ice time. All teams must submit an official/approved USA Hockey or Hockey Canada roster. Only approved players and coaches will be allowed on the bench. No substitutions or changes may be made.

Rosters:

All teams must have USA Hockey or Hockey Canada Approved Rosters. No substitutions or additions of players to the official roster can occur after roster is submitted to the Tournament Director. No changes can be made during the tournament.

Protective Equipment:

All US teams must adhere to USA Hockey Protective Equipment Rules. All Canadian teams must adhere to Hockey Canada Protective Equipment Rules.

All players are required to wear a neck laceration protection as outlined by USA Hockey. Players are not allowed to be on the ice and participate in any games without a proper neck laceration protection.

Time Check-In:

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

Jerseys:

If possible, teams are encouraged to bring both a light and dark colored jersey. Prior to games it is the responsibility of the playing team coaches to determine what color each team will wear.

Locker Rooms:

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

Teams may enter Locker Room if the room is clear or within 20-30 minutes before game start time. All teams must exit within 15-20 minutes of game end time to allow for proper transition between games.

There may be times where teams will pack bags and stack in a corner prior to a game for another team to use locker room while you are on the ice. That team will exit prior to any team returning to the Locker Room. Tournament officials will notify any team if this is the case.

USA Hockey and Hockey Canada teams must provide a SafeSport certified Locker Room Monitor anytime your team is occupying that space.

Locker Room Monitors are required to check-in prior to team entering locker room (QR codes will be posted on each door of locker room).

Protests:

Judgement calls by the referee are not grounds for a protest. 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 players, coaches, and the game in general. The Director/Coordinator's decisions are final and not subject to appeal. There are no protests allowed with respect to any official's call. 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 check) non-refundable payment must be made when filing the protest. A judgement will be rendered within approximately 60 minutes of the receipt of the protest. Failure to provide payment and follow protocol will serve as acceptance of the game outcome thus nullify the protest.

Forfeiture:

Any team forfeiting a game will be automatically eliminated from further tournament play.

Discipline:

The Tournament Director/Coordinator shall serve as the Discipline Chairperson. The Discipline Committee will consist 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 players 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 with no refund if:

1. Abuse of facilities
2. Players, coaches, parents, or fans taunt the opposing team, and/or abuse Tournament Officials, Game Officials or employees of the ice arena. There is zero tolerance in effect with respect to all of these issues.
3. We receive a complaint from your hotel about your team, parents or coaches. We have a zero tolerance policy in regards to our host hotels.

Player Disqualifications:

1. A player receiving a game misconduct is ineligible to play in the following game.
2. A player receiving a second game misconduct will be disqualified from further tournament play.
3. Any player or team representative receiving a Gross or Match penalty will be suspended for the remainder of the tournament.

For any questions, please email our Tournament Director, wahatournamentdirector@gmail.com