

TOURNAMENT RULES

All games will consist of three 12 minute stop time periods except Midget games which will be three 15 minute stop time periods. However, if games appear that they will go over the one hour allotted time, running time will commence regardless of score at the sole discretion of the Tournament Director.

If there is a five or more goal differential in the 3rd period, running time will commence for the duration of the game. If the differential is reduced, stop time will resume. Any time there is a total of more than FIFTEEN minor penalties in a game the clock will run, except in the last two minutes if the score differential is less than three. In addition, tournament organizers reserve the right to change to running time should time problems arise due to unforeseen circumstances.

Except in Championship or Semifinal games, there are no time-outs.

There will be no overtime in regular games. Points will be awarded on a 2-0-1 basis, plus 1 point for each period won, or ½ point for a tied period. In the event of an odd number of teams in a division, the final point score for the team with 4 games will be determined by taking 75% of their 4 games' point total. Division winners will be decided by greatest number of points.

Ties in division standings will be broken by:

1. Games between the two teams utilizing the tournament point system;
Note: If 3 or more teams are tied, disregard #1 and proceed to second tiebreaker.
2. Team Goals For vs Goals Against differential (Team plus/minus);
3. Least goals against;
4. Least Penalty minutes;
5. First goal in game between two tied teams;
6. Coin Toss

Tied games in the final championship round will result in one 6 minute running time sudden death period except for the final 30 seconds of the overtime during which we will utilize stop time. If neither team is victorious, a shootout will determine the outcome. The first team to score an unanswered goal in a shootout shall be declared the winner. Penalties will carry into overtime.

The Tournament Committee reserves the right to take any disciplinary action necessary up to and including expulsion from the rink premises and/or tournament due to conduct which jeopardizes the integrity of the tournament and/or the town of Waterville Valley, NH

In case of the game previous to the game scheduled being finished early, the teams may be required to start their game up to 20 minutes prior to their scheduled start at the discretion of the Tournament Committee. Any team not on the ice at the start of the game may lose the game by default at the discretion of The Hockey Academy Committee. A defaulted game will result in 5 points being awarded to the team that is present and the score shall be assumed to be 3-0. In any event, all teams must be present one hour before their game time.

Only players whose names appear on the players list provided by the team before the deadline date may participate in the Tournament.

The Tournament Director, Rink Manager, referees and timekeepers shall be designated as the Hockey Academy Tournament Committee

Minor penalties shall be one and one half minutes, major penalties shall be four minutes, and misconduct penalties shall be six minutes.

Any player who receives a fighting penalty shall be ejected from the remainder of tournament games.

There shall be no protests on any referee's call. To protest a roster there is a \$100 non-refundable fee per player protested.

Dressing rooms will be inspected after each game. Any damage that occurs will be the responsibility of the team manager and coach.

Other than specified above, USA Hockey rules apply.

All decisions on conduct of players, coaches, spectators, etc., made by the Tournament Committee shall be final.