



Hanover Hockey Association
Hanover Wild Youth Hockey



TOURNAMENT DIRECTOR

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2015 THANKSGIVING HOCKEY CLASSIC RULES

GENERAL TOURNAMENT RULES

1. Team rep must register with a Tournament Director at least 45 minutes prior to first game on Friday
2. Canadian teams must travel with a USAH sanctioned travel permit and must submit by November 10, 2014.
3. Team is responsible to make sure all players are correctly listed online in the tournament website
4. Only players on previously submitted rosters are eligible, unless specifically approved by the Director
5. Players may only play for one team, unless otherwise approved by the Director
6. Uniforms
 - a. Designated Home team will wear white jerseys and matching white game socks
 - b. Designated Guest team will wear their Dark jerseys and matching dark game socks
 - c. If a team has only one color, it is their responsibility to notify the opposing team and the Director
7. Teams will have 3 minutes for warm-ups
 - a. Tournament will provide all warm-up pucks for all games
 - b. Clock will start when Zamboni gate closes
8. Games will start promptly
 - a. If Tournament is ahead of schedule, teams must be prepared to go on the ice for warm-ups up to 15 minutes prior to scheduled start
 - b. Warm-ups and games will start regardless of a team being ready. Should a team have less than four players ready for the face-off they will be assessed a Delay of Game minor penalty
9. Only players and official team personnel are permitted in Team Room areas on the left side of the Arena
10. Spectators displaying excessive unsportsmanlike behavior may be removed from the facility at the discretion of the Tournament Director
11. At no time may a spectator, coach, or player enter the Referees Room

RULES OF PLAY

1. Point System
 - a. THREE points for a win in regulation
 - b. TWO points for an Overtime win
 - c. ONE point for an Overtime loss
 - d. ONE point if game is tied at end of Overtime
2. Period times
 - a. All games will be play three twelve (12) minute stop time periods
3. Ice will be made after every game
4. For games ending in a tie after round robin play, teams will play 4-4 for a five minute sudden death OT Time will be running, except for the last 30 seconds which will be stop time
5. USA Hockey rules govern play
6. Minor penalties will be 1:30
7. No time outs are not permitted in Round Robin Play. In Sunday playoff games one is allowed per game per team.
8. Five goal differential in the third period will cause the clock to run for the duration, regardless of scoring
 - a. Referees may stop the clock for injuries or any other reason at their discretion
9. Ejected players or coaches may NOT return to the team bench or locker rooms areas, and may be asked to leave the Arena

**TOURNAMENT OFFICIALS RESERVE THE RIGHT TO CHANGE OR
ADAPT ANY TOURNAMENT RULE AT ANY TIME**





OVERTIME IN ROUND ROBIN PLAY

1. Sudden Death Overtime in Round robin play- **WILL start within 30 seconds of end of Regulation**
 - a. Teams will play 4-4 with **NO goalies** in a five minute **RUNNING** time period
 - i. Clock with switch to **STOP** time in the **last 30 seconds**
 - b. No players may be granted goaltender privileges
 - c. First to score wins and teams will defend their third period goal
 - d. To score, the offensive team must bring the puck inside the offensive blueline
 - e. Should a player score off a shot or errant pass from outside the blue line, it will be treated similar to an icing and the ensuing face-off will be inside the offending team's defensive zone. However, if the shot is made from outside the blue line and the puck is redirected by a defending player into the goal, it will be a legitimate score.
 - f. Penalties from the third period will carry forward into the Overtime
2. Should no team score in the Overtime period, game will end in a tie.

SEEDINGS FOR CHAMPIONSHIP SUNDAY

Total points after round robin play will determine standings- Should teams remain tied; the following steps will be used

- a. Standings—Most points
 - b. Head-to-head results (if applicable)
 - c. Most Wins (including wins in OT)
 - d. Highest goal differential (GF-GA)
 - i. NOTE- Max differential per game counted will be SIX
 - e. Lowest goals against
 - f. Fewest PIM
 - g. Most periods won
 - h. Quickest first goal
2. If any teams remain tied, Tournament Director will flip a coin to determine higher seed or use another appropriate method

DECIDING GAMES TIED AFTER REGULATION ON CHAMPIONSHIP SUNDAY

- 1- Should a game end in a tie after regulation in a Semi-Final or Consolation game, there will be a single five (5) minute stop time sudden death overtime period. In Championship Games, should no one score in the first OT, teams will switch ends and play a second five minute sudden death OT
 - a. Teams will play 4-4 plus goalie
 - b. Teams will defend their third period net
 - c. The team who scores first wins the game
 - d. Should neither team score in the first overtime (or in the second OT in the Championship Games), teams will move to Step 2
- 2- Should no team score during the above described Overtimes (for the third overtime in Championship games and second OT in other games), the goalies will come off the ice and teams will play 4-4 with no goalies. No player may be granted goaltender privileges
 - a. Teams will play three (3) minute stop time periods
 - b. To score, the offensive team must bring the puck inside the offensive blueline
 - c. Should a player score off a shot or errant pass from outside the blue line, it will be treated similar to an icing and the ensuing face-off will be inside the offending team's defensive zone. However, if the shot is made from outside the blue line and the puck is redirected by a defending player into the goal, it will be a legitimate score.
 - d. Successive three minute overtimes will continue to remove one skater from the ice each overtime period until teams are playing 2-2.
 - e. Teams will play shorthanded as a result of any penalties until they are playing 2-2, at which point the team will not play shorthanded, but the offending player will not be permitted to return to the game. This includes a player who was called for a penalty in the overtime while playing 3-3 and whose penalty time carries over into the fifth overtime period (4th OT Semi-Final and Consolation games)

