

Lake Tahoe Invitational Tournament Rules

(Rev. 7/31/2014)

1. USA Hockey Rules shall govern all play except as noted herein. **Red, White, and Blue Hockey mite rules apply to all mite games.**
2. **Each team is guaranteed 4 games.** There will be a championship game in each division. In a 6-team division, teams will be split into two 3 team brackets with each team in one bracket playing the teams in the other bracket in the preliminary round. Then #1 in each bracket will play for the Championship, both #2 for 3rd place and both #3 playing for 5th place.. In the case of a 3 team division all teams will play each other twice in a Round Robin style bracket with the #1 ranked teams at the end of round robin play being crowned the Champion (Follow Rule 7B for all ties).
3. Length of games: **All Squirt** games shall be **13-minute stop time** periods, **Pee Wee and Bantam** games shall be **15-minute stop time** periods. All **Mite** games shall be **½ Ice Games** or Cross Ice games when necessary with **Two 18-minute run time** periods. At the discretion of the on-ice officials, if the third period begins with fewer than 30 minutes remaining in the allotted ice slot, the period may be reduced to one-half of the minutes remaining in the ice slot, played stop time. Warm ups before the game are 3 minutes with 1 minute between periods. A maximum of 4 USA Hockey certified, properly registered coaches are allowed on the bench. One time out per game/per team (except during run time) will be permitted with 30-second duration.
4. **Running time:**
 - a. Running time will be initiated if any of the following occur:
 - i. The goal differential reaches five (5) goals.
 - ii. The Tournament Director or an official representative deems it necessary to avoid jeopardizing the Tournament Schedule.
 - b. During running time the game clock will only stop for the following:
 - i. The goal differential drops below 5 goals;
 - ii. If a player is injured;
 - iii. At the discretion of the ON ICE officials.
 - iv. **NO TIMEOUTS ALLOWED during RUN TIME**
 - c. During running time the length of penalties will remain the duration prescribed by USA Hockey rules.
5. Preliminary Round: The tournament shall have a preliminary round in each division followed by a championship game (unless there is less than 4 teams in a division). During the preliminary round, teams shall receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. All points shall be nullified when going to a championship game.
6. Playoff Round: Standings shall be determined by points acquired in preliminary round games. In case of ties, section seven (7) of these rules shall apply. Two teams will advance to the championship game as specified in section two (2), with the winner becoming the champion. Ties in the championship game shall be determined using the formula found in section eight (8) of these rules.

7. In the event of a tie in points at the conclusion of the preliminary round, the order of standings will be decided by the following:
 - a. Head to head play provided all tied teams have played each other.
 - b. Add goals for to goals against divided by goals for; $GF/(GF+GA)$, the team with the highest percentage shall advance. **No game shall have a final goal differential of more than 7 goals so as to not encourage teams to “run up the score” to improve their percentage,**
 - c. The team with the fewest penalty minutes shall advance.

8. **In the event of a tie in the Championship games:**
 - a. The teams will play a five (5) minute stop-time sudden death overtime 4 on 4.
 - b. If still tied after the first overtime, the teams’ goalies will switch sides and another five (5) minute stop-time sudden death overtime will be played, 3 on 3.
 - c. If still tied after the second overtime then a NHL Style Shoot Out will determine the winner, Shoot Out rules are as follows:
 - i. The teams will not change ends for the shootout. The home team shall have the choice of shooting first or second. The teams shall alternate shots.
 - ii. Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct or match penalty.
 - iii. Once the shootout begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper.
 - iv. Each team will be given three shots, unless the outcome is determined earlier in the shootout (either team is ahead 2-0 after 2 shots or the team that shoots second is ahead 2-1 after the team that shoots first has had their third shot.). After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot.
 - v. Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.
 - vi. If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that Team. If a team declines to take a shot it will be declared as "no goal."

9. **All teams are *encouraged* to stay in a tournament host hotel, as this is vital to the budgetary success of the host club.**

10. All teams must provide the necessary credentials, including USA Hockey A/B Level rosters. Coaches must have valid USA Hockey Coaches card at the appropriate level and current USA membership. These items must be submitted at the time of check-in. **GUEST PLAYER ADDITIONS** to teams (rosters) **ARE WELCOME**. Guest player additions to teams (rosters) on which they do not normally play can only be made from A/B/House division teams. Guest player additions must also have the proper release forms from their respective A/B regular season team. **NO TIER LEVEL PLAYERS ARE ALLOWED**.
11. If a parent or legal guardian of a player is not present at the tournament, the coach must obtain written consent from the parent or guardian authorizing the coach, manager or designated individual to obtain medical care for that player, should it be necessary.
12. Teams should arrive at the South Lake Tahoe Ice arena 1 hour prior to their scheduled game and be ready to go on the ice 30 minutes prior to the scheduled start time. Except for the first game each day, games may begin up to 30 minutes earlier than scheduled. Teams must vacate the assigned locker room within 30 minutes following the game.
13. The team manager is NOT required to bring labels for all scoresheets for the tournament at the time of registration. Completed score sheets will be available online immediately after the game.
14. Locker room keys will only be given to the head coach or team manager. They will be required to leave a set of car keys with the registration desk. Locker rooms will be checked before and after each game. If you find any damage to the locker room upon entering, please report it immediately to the tournament or rink staff or your team could be liable for damages. Any damage to the locker room is the direct responsibility of the team that causes the damage. **If damage occurs, appropriate compensation as determined by the rink staff must be paid BEFORE the start of your next game.**
15. **Teams must provide one individual to serve as their own penalty box attendant for each game. This individual is required to abide by the USA Hockey guidelines for serving as an OFF-ICE official.**
16. Should a protest arise, it must be presented to the Hosting Club President or Tournament Director within one (1) hour of completion of the game slot along with a \$50.00 non-refundable protest fee. Calls made by the ON-ICE officials cannot be protested unless the penalty issued is not in accordance with USA Hockey rules.
17. This tournament has a zero tolerance policy for both on-ice and off-ice actions. Verbal and/or physical abuse will not be tolerated by anyone. We ask that all spectators respect others and keep all comments on a positive note. Unruly spectators will be asked to leave the premises in accordance with Norcal and USA Hockey policy.

Any coach receiving a game misconduct penalty, match penalty, or game ejection, will be suspended for the next tournament game.

18. Special Mite Playing Rules

- a. Half (1/2) Ice games will be played using USA Hockey Red, White and Blue Hockey playing rules. (Also See Rule 181)
- b. All Mite players must be on a Red, White and Blue roster from their Association.
- c. One (1) uniformed ref will be used for each half ice game.
- d. Two (2) 18 minute run time periods will be used for all Mite games
- e. Four (4) Half Ice or Cross Ice 36 minute games are guaranteed
- f. Use of intermediate goal nets (3' x 4.5') will be used if available
- g. All games will be played four (4) on four (4) with goalies
- h. Face offs will be used after each goal and/or tie-ups
- i. Score will be kept but not posted on scoreboard, no individual stats will be recorded, only overall score will be used.
- j. The scoreboard horn will sound every 2:30 of game time for shift changes, no face off will be used, continuation of play from where the puck was left at the sound of the shift change buzzer/horn will be encouraged.
- k. The Tournament Director reserves the right to change from two (2) half ice games per 36 minute game slots, to three (3) cross ice game slots if necessary in order to allow more Mite teams to enjoy this fun event.

Special Notice Regarding Zero Tolerance and Dangerous Play

Any player who receives a 5 minute major plus game misconduct penalty under USA Hockey rules 603d, 604b, 607, 608bc, 610b, 613, 616, 617b, 619b, 623, 625b, 633bc, or 634 will be suspended for the next tournament game.

Any player receiving a game misconduct for third man in (613d) shall also be suspended for the next two tournament games. Any player receiving a match penalty shall be suspended for the remainder of the tournament. Un-served suspensions WILL carry over to regular season games

