

# 22nd ANNUAL ACFYHA THANKSGIVING TOURNAMENT

## 2016 TOURNAMENT RULES

1. At the conclusion of each game, a coach from each team must come to the Score Box to verify the information on the official score sheet and sign the score sheet.
  - a. Only the official score sheet will be used for calculation of points earned and game statistics.
  - b. If a coach fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations.
  - c. ACFYHA will retain the white copy for official tournament use and calculations.
2. All play will be governed by USA Hockey rules.
3. Players may only be rostered and play with one team unless approved by the Tournament Director.
4. Teams may consist of a maximum of 20 players, with no more than 18 being skaters and no more than 2 Goalies. Official USAH Rosters for each team participating must be on file with the Tournament Director before the start of play.
5. All players must have legal equipment. Chin straps and neck protectors are required at all levels. Mouth guards are required at Pee Wee and Bantam levels.
6. All teams should be ready to take the ice for warmups a minimum of 5 minutes before their scheduled game time. A 3 minute warm-up period will be provided for each team that is prepared and ready to take the ice on-time.
7. All Teams should be prepared and ready for their game to start up to 15 minutes prior to the published game time. Starting times may be adjusted, without prior notice, to take advantage of available ice time and manage the overall tournament schedule. Game start times are set, and may only be adjusted, at the sole discretion of the Tournament Director.
8. Official tournament game results for all games during the tournament will be posted only at Avon Old Farms Rink. Effort will be made to post results on-line at [avonhockey.com](http://avonhockey.com). Results posted on-line are not official.
9. In accordance with USAH regulations, each team is REQUIRED to have an ADULT, supervising players in the team locker room at all times that players are present. The Tournament will NOT provide this supervision. This will be the responsibility of each individual team.
10. Each team will be responsible for supply an ADULT volunteer to manage their team's penalty box during EACH of their team's games. This adult may be a rostered coach who is not on the bench, but may NOT coach from the penalty box.
11. There will be NO PHOTOGRAPHY (still or video) allowed from the benches, officials boxes, or penalty boxes. Spectators are free to take pictures from outside the boards at any time.
12. All Games will consist of 3 periods, each 12 minutes in length and will follow stop time rules. The 3rd period may be abbreviated so that no game will exceed the amount of time allowed. If abbreviated the 3rd period will be running time until the final two minutes, at which point, stop time will resume.
13. MERCY RULE: The maximum goal differential that will be recorded for tournament purposes is six (6). Meaning, if a team wins 10-2, that game will be recorded with a final score of 8-2, reflecting the six goal maximum differential. If a team is ahead by six (6) or more goals in the third period, a running clock will be used. In the event that the goal differential is reduced to five (5) or fewer goals, the clock will return to stop time for the remainder of the game or for as long as the goal differential does not exceed five (5). The clock will stop if a penalty is called, and restart on the ensuing face off with a running clock.
14. During Championship (or Playoff) games, the clock will follow stop time rules regardless of score or game time. However, at the request of a coach, the game referee, or the Tournament Director, a championship or playoff game may be shortened by using a running clock.
15. A game which is forfeited will be officially recorded as a 0-6 loss for the team declaring the forfeit. The opposing team will be credited with a win and receive 2 points in the tournament standings.

16. PENALTIES

Squirt

1 minute for a minor

3 minutes for a major

6 minutes for a misconduct.

Pee Wee and Bantam

1 minute 30 seconds for a minor

5 minutes for a major

10 minutes for a misconduct.

17. GAME MISCONDUCT and MATCH PENALTIES:

- a. Any Player who receives a GAME MISCONDUCT penalty ( Major + Misconduct is a Game Misconduct) will be suspended from the balance of the game and suspended from the next scheduled tournament game. Any player who receives a MATCH PENALTY will be suspended from the remainder of the game and from ALL remaining tournament games. Suspended players will not be permitted on the bench.
  - b. Any Coach who receives EITHER a Game Misconduct OR Match Penalty will be suspended from the balance of the game and from ALL remaining tournament games. This suspension includes being in attendance at ANY tournament game or being at the rink site in any capacity including as a spectator.
18. There will be no overtime periods, except during Play In or Championship games.
  19. There will be no time outs granted, except during Play In or Championship, where one (1) time out per team will be permitted.
  20. During round robin play, teams will earn 2 points for a win, 1 point for a tie, and no points for a loss.
  21. In Divisions with three (3) teams, play will occur in round robin format, with each team playing 2 games. At the end of round robin play, the team with the highest point total will automatically advance to the Championship game for the Division, At the end of round robin play, the teams ranked 2nd and 3rd will play each other in a Play In, and the winner of that game will advance to the Championship game for that division. If there is a tie during the playoff game, it will be broken following the tie breaker procedures used for advancement to Championship games.
  22. In Divisions with four (4) teams, play will occur in round robin format, with each team playing 3 games. At the end of round robin play, the 2 teams with the highest point totals will advance to the Championship game for the Division.
  23. In Divisions with more than (4) teams, each team will play 3 games in a modified round robin format. Selection of team match-ups for round robin play will be determined by the Tournament Director prior to the start of the Tournament. At the end of round robin play, either the 2 teams with the highest point total will advance to the Championship game for the Division or there will be Play In games to determine the teams advancing to the Championship Game.
  24. TIE BREAKER: If multiple teams are tied for points after round robin play, the tie will be broken per the "Official Tournament Tie Breaker Rules" published with this document.
  25. The team with the higher point total (ties broken by methods above) will be the Home Team for Championship and Playoff games.
  26. Ties during a Play In or Championship game will be broken as follows:
    - a. A 5 minute sudden death overtime period, with 4 skaters and 1 goalkeeper (4 on 4) will be played.
    - b. If still tied after the overtime period, the tie will be broken with a shootout as follows:
    - c. Each team will designate 3 shooters.
    - d. The goalie who was last in the game during the preceding overtime period must initially represent their team in the shootout.
    - e. Teams will alternate shooting on the opposing team's goal until all 3 shooters for each team have attempted a shot. The Home team will shoot first.
    - f. The team that scores the most goals during the shootout will be the winner of the game.
    - g. If the shootout ends in a tie, each team will designate one new player (replacing one of the original 3 shooters) and the shootout process will be repeated until a winner is determined.
    - h. Teams may change their goalie (with the exception of an injury situation) only after a completed shootout round (3 shooters from each team).