



## Fall Face Off 2017

### Tournament Rules

All USA Hockey Rules and Regulations apply except as noted otherwise herein.

All teams, players and coaches must be registered with USA Hockey and provide a USA Hockey official roster signed by their affiliate registrar. Travel permits are required and will be checked for all teams from affiliates requiring travel permits. All games officiated by USA Hockey registered officials.

Jersey color: Home – Light Away – Dark

1. The Pee wee and Bantam divisions have a five game guarantee. Both divisions will consist of 8 teams with 2 pools. Following pool play, teams will be seeded and placed into an 8 team bracket, with the quarterfinals consisting of cross-over games between the pools (A1 v. B4, A2 v. B3, B2 v. A3, B1 v. A4).
2. Each pool play game and the quarterfinals will consist of three 15 minute stop time periods. If a 5 goal or greater differential exists at any time, running time will commence. Stop time will resume if the goal differential becomes 4 or less. Penalty times will not be adjusted for running time.
3. WARM-UPS and BREAKS: Teams will be permitted a 3 minute warm-up period prior to each game and a thirty second break between periods. The warm-up will start promptly and teams must be ready to take the ice at your start time. Given 75 minutes of ice, coaches are encouraged to help keep the game moving and minimize delays between whistles and refs will be instructed to keep the games moving.
4. TIME OUTS: There will be NO time outs in pool play or in the consolation games or quarterfinals. In the semi-finals and final each team is allowed one 60 second time out.
5. ICE CUTS: Will not occur during games and will only occur between each game.
6. TIME LIMIT: Pool play, quarterfinal and consolation games are allotted 75 minutes and the semi-finals and finals are allotted 90 minutes. If during the game it is determined by the referee or scorekeepers that there will not be enough ice time to continue with stop time, running time shall commence for the remainder of the game. This will be strictly enforced!
7. The standings shall be determined on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
8. TIE BREAKING RULES FROM POOL PLAY:
  - a. Head to Head. Head to head does not apply if 3 or more teams are tied.
  - b. Goal Differential. Goals for divided by the sum of goals for and goals against.  $GF/(GF + GA)$ . The team with the highest percentage advances.
  - c. Least goals allowed.
  - d. Fewest penalty minutes.
  - e. Quickest first goal.
  - r. Coin toss.
9. Quarterfinals, semi-finals and the championship game cannot end in a tie. In the event of a tie at the end of 3 periods in the quarterfinals, a shoot-out will determine the winner. The shootout will consist of 3 players from each team. Any player serving a penalty when the game clock expires will not be allowed to participate in the shootout. In the event the game is still tied after the first three shooters, each team will provide one shooter who has not yet participated in the shootout. No player may shoot a second time until every eligible player on the team with the fewest players has taken a turn. This will continue one-for-one until there is a winner. In the event of a tie at the end of 3 periods in the semi-finals or championship game, there will be a 30 second break and then a sudden death overtime consisting of 5 minutes run time played 4-on-4 with goalies. In the event that no team has scored during overtime, a shootout as set forth above will determine the winner.
10. Section Four (4). Penalties, of the USA Hockey Official Playing Rules shall govern the assessment of penalties. Each team shall provide a penalty box attendant for games at Century Link. That attendant must cross the ice to take position in the penalty box before warm-ups. At Ice World, given where the penalty boxes are situated, attendants are optional and coaches will be allowed to open and close the door. USA hockey rules apply for penalty box attendants as OFF-ICE officials.
11. Tournament Director may cancel any game in progress in any instance where he/she believes it necessary to protect the welfare of players or officials, extenuating circumstances which make continued play impossible/dangerous (such as a power outage) or because of prolonged delay from injury. In the event of such cancellation, the Tournament Director shall determine the result of the game for tournament standings.
12. Zero tolerance rules are strictly enforced for all coaches, players, parents and spectators.
13. Protests must be presented by the Team Manager to the Tournament Director. Judgment calls made by the ON-ICE officials are final and will not be overruled by the Tournament Director. Therefore, a call itself cannot be protested. However, a Team Manager may protest if a penalty issued for a call is not in accordance with USA Hockey rules. A Team Manager may also protest player eligibility. Tournament Director decisions are final.

All teams should be prepared to start their game up to 15 minutes early (except for first game of day). Any teams not ready to go onto the ice at the scheduled game time and/or up to 15 minutes ahead of the scheduled game time shall forfeit the game at the discretion of the Tournament Director.

**Special Notice Regarding Zero Tolerance and Dangerous Play: Any player/coach who receives a game misconduct penalty under USA Hockey rules will be suspended for the next tournament game. Any player receiving a game misconduct for third man in (615d) or for physical interference with an official (601e3) shall be suspended for the next two tournament games.**