

# **2016 Bantam AA Playoff Primer Tournament Rules**

## **Participation**

Each team must be registered with USA Hockey or Minnesota Hockey. Prior to participation in the first game of the tournament each team must provide the Tournament Committee with proof of such registration, including the registration of individual team members.

## **Referees**

Only USA Hockey registered referees will be allowed to officiate. All referees decisions are final.

## **Play of the Game**

All games will be played according to USA Hockey rules, as amended by Minnesota Hockey, as amended by District 5, as modified by St. Cloud Youth Hockey Association.

## **Scorebook**

The Tournament Committee or its appointed workers will keep the official scorebook. Only members of the committee or its workers will be allowed in the scorekeepers' box.

## **Team Roster**

Each team will provide its game roster and starting lineup to the official scorekeeper at least 15 (fifteen) minutes prior to the start of each game. A maximum of 20 (twenty) players will be allowed on the roster. Not more than 4 (four) adult coaches will be allowed in the bench area during the game. Coaches may be asked to show their Coaches Education Program (CEP) cards.

## **Home Team**

The home teams for the pool play are posted on the tournament web site where the score sheets will be posted. Home teams for Consolation Play will be determined by Tournament Committee and they will also be shown on the tournament web site. The home teams for the Championship Brackets will be the higher seeds and will be posted on the tournament web site. Home team will wear white jerseys. If a team has only one color, please let us know at the time of registration.

## **Locker Rooms**

The Team Managers or Coaches must report to the tournament office 45 (forty-five) minutes prior to their game to get their locker assignment and complete game sheets. The locker room assignments should also be posted at the arena. Each team must be in their locker room 30 (thirty) minutes prior to the scheduled start of the game. You are asked to keep the locker room clean. Any damage will be the responsibility of the team management. Locker room keys are available at the skate sharpening office at the East end of the rink.

## **Equipment**

All players must wear HECC or Hockey Canada approved helmets, facemasks and mouth guards. Mouth guards must have appropriate chin straps in place. Goalies must wear approved goalie gear. Canadian teams must wear protective gear as designated by Hockey Canada.

## **Game Format:**

a) Each game will consist of three (3), 15 minute stop periods. The ice will be resurfaced after every two (2) periods of play. Teams have one, 60-second time out per game. A 5-minute warm-up will precede each game – starting when the officials step on the ice.

- b) A "mercy rule" will be applied in all games (preliminary and finals) as follows: If five (5) or more goals separate the two teams after two periods or at any time in the third period, running time will commence and will revert back to stop time if the goal differential falls below four (4).
- c) Overtimes will be played in the Championship Rounds only. At the end of regulation play a 15-minute stop sudden death period will be played. If still tied, the ice will be resurfaced and another 15-minute stop period will be started. This will continue until there is a winner.
- d) Teams must be ready to play 15 minutes prior to game time and/or as the referee's call the players to center ice. If not ready to play, a team may be assessed a two-minute penalty for delay of game. If the mercy rule occurs, the next game will start immediately after the conclusion of the game. (Unless the ice is due to be resurfaced).
- e) Minor Penalties will be assessed at 2 minutes.

## **Injuries**

If an EMT is required to go on the ice to attend an injury, the clock will be stopped. In the event of an extended injury, tournament officials reserve the right to shorten the following periods to a minimum 10 minutes. Subsequent game starting times are subject to delay due to extended injuries. Overtimes will be played during the Championship Brackets only and are not shortened because of injury.

## **Rules of the Game**

USA Hockey's 2011-13 Official Rules of Ice Hockey will be observed. In addition:

- a) Fighting - Player will be out for remainder of the game and the rest of the tournament, plus a five (5) minute major will also be added.
- b) All game misconducts will be reported in writing to the player's respective association for additional disciplinary action.
- c) Improper behavior by anyone will result in removal from the arena and/or tournament. Any abusive language or conduct towards game officials by players, coaches, managers, or parents will result in a minor penalty plus a game misconduct. If occurring after the end of a game, that player will be out for all of the next game.
- d) Certified team rosters must be given to a Tournament official before the tournament starts. Rosters once submitted, are final. Teams must check-in 45 minutes before their first game of the tournament. Teams not properly registered with their state associations and USA Hockey will not be allowed to play in this tournament.

## **Early Termination of Games**

The tournament officials reserve the right to terminate any game at any time after consulting with the referees. A verbal warning will be given to both benches before a game is terminated. In the event a game is terminated, the winner will be determined by:

- a) If one team complies with the warning and the other does not, the team complying will be declared the winner.
- b) If neither team complies with the warning, the score will determine the winner. If the score is tied, a coin flip will determine the winner. The home team will call the coin toss.

## **Liability / Proof of Insurance**

The tournament, its officials, the arena facilities, and all personnel connected with it shall not be held liable for any injuries sustained during the tournament. A team's registration with USA Hockey or Hockey Canada will be considered proof of insurance.

## **Safety**

A physician, nurse, first responder, certified athletic trainer, or emergency medical technician will be at all games and have the final decision whether an injured player can continue to play after an injury.

## Round Robin Play for Bantams (12 Teams)

Standings will be kept within each pool to determine which teams will be moving on to the Championship Round. Pool 1<sup>st</sup> place winners will advance to Championship Round along with one "Wild-Card" team (the best 2<sup>nd</sup> place finisher). The Wild Card team will not play the #1 Seed from within its own pool. Points will be awarded as follows.

- Win = 2 points
- Tie = 1 point
- Win a period= 1 point
- Shut out= 1 point
- Loss = 0 points

## Division Winners for Bantams

- 1<sup>st</sup> place seeds in each pool are determined by the total number of awarded points.
- Tie breaker #1:** if two teams are tied in points and they had played each other in pool play, then the higher seed goes to the team who won the **head to head** game.
- Tie breaker #2:** If there is a three (3) or four (4) way tie (or a 2-way tie not resolved above), then the team which **allows fewer goals during pool play** will be the higher seed.
- Tie breaker #3:** If still tied, the team being assessed **the lesser number of penalty MINUTES** during pool play will be considered as the higher seed.
- Tie breaker #4:** a coin flip will determine the higher seed.

## Wild-Card Determination for Bantams

For the championship bracket, the tie-breaking procedure should have provided a #1 seed from each of the three pools. The **Wild Card** team will be chosen from the 3 second-place finishers in pool play as determined below:

- First Option:** The total number of points earned in pool play.
- Tie breaker #1:** If there is a three (3) or four (4) way tie (or a 2-way tie not resolved above), then the team which **allows fewer goals during pool play** will be the **Wild Card** seed.
- Tie breaker #2:** If still tied, the team being assessed **the lesser number of penalty MINUTES** during pool play will be considered as the **Wild Card** seed.
- Tie breaker #3:** a coin flip will determine the **Wild Card** seed.

## Championship Round Games

**For Bantams:** The #1 Seed from each pool and the Wild Card seed will participate in the Championship Round.

- The Wild Card seed will enter the Championship Round as the **#4 seed** and **will not play** a team from within its own pool.
- The #1 Seed (to play the Wild Card #4 Seed) will be determined by the number of points earned in pool play...not including the #1 seed from within the Wild Card team's pool.
  - Tie breaker #1:** If there is a tie, then **the team allowing fewer goals throughout pool play** will be the higher seed.
  - Tie breaker #2:** If there is still a tie, then the team being assessed **the lesser number of penalty MINUTES** during pool play will be considered as the higher seed.
  - Tie breaker #3:** a coin flip will determine the higher seed.

## Consolation Round Games

After the Bantam Championship Round teams have been determined, the matchups for the Consolation Round (Each team's 4<sup>th</sup> game) will be determined by a committee of the Tournament Directors. An effort will be made to provide for the best game matchups. Factors used to determine these matchups will include, but are not limited to:

- Not playing the same team for a second time during the tournament,
- Pairing teams that had similar success during the tournament, and
- Pairing teams that may not normally play each other during the regular season (Same District).
- Decisions of the committee are final.

## **Awards**

Awards will be presented for the champions, second place, and third place teams.

## **Fees**

Tournament entry fees are non-refundable.

## **Decisions**

The tournament committee's decision will be final in any and all matters not covered in these rules