

YORK ICE ARENA

2017 ICEBREAKER TOURNAMENT

TEAM and PLAYER ROSTERING:

All players must be properly registered with USA Hockey and verified as a rostered player via a USA Hockey T1 Roster. In-eligible Player Suspension: Any Coach that plays an ineligible player shall be Suspended from the tournament, and the Game will be forfeited. The game will be scored 3-0 with the winning team receiving 5 points for the win.

TOURNAMENT RULES:

TOURNAMENT SPONSORED BY YIA

- ❖ **Tournament Sanctioning & Playing Rules** This Tournament is sanctioned by the Atlantic District and USA Hockey. All games will be played under USA Hockey Rules.
- ❖ **Scoresheet Labels** Each Teams will need to provide Scoresheet labels for each game.
- ❖ **Scoresheet Signature/s** Only the Head Coach needs to sign the Scoresheet at the completion of the Game verifying that all information is correct. Teams will be provided a copy of the Score Sheet after the game has been verified by a Tournament Director. Players will not need to sign in for the Tournament, or sign each scoresheet. Players who are serving a Game Misconduct will need to sign the scoresheet in the presence of the Game Officials.
- ❖ **4 Game Guarantee** Each team will be scheduled for a minimum of 4 games and will be required to play a minimum of 4 games in the Tournament.
- ❖ **Game Length** The Period length will be 12, 12, & 15 minutes.
- ❖ **Games Tied at the End of Regulation** In the Preliminary Round, or Round Robin Games, a game tied at the end of Regulation, teams will get a 1 minute break, and then play a 3 Minute sudden death 3 v 3 Overtime session. If still tied at the end of the 3 minute Overtime, then the game ends in a Tie with each team collecting 2.5 points. A team who wins in Overtime collects 4 points, and the loser collects 1 point.
- ❖ **Penalty Length: Minor 2:00 / Major 5:00 / Misconduct 8:00**
- ❖ **Match Penalty or Fighting Major** penalties will result in that player being disqualified from the balance of the tournament. **A Hearing with the Tournament Director and Game Officials may be requested.
- ❖ **Coaches** Four (4) coaches are allowed on the bench, and they must have a valid USA Hockey Coaching Card. Coaching Credentials may be checked.
- ❖ **Jersey Colors** Home Teams will wear White or Light Jerseys, visiting teams will wear Dark Jerseys.
- ❖ **Game Times** Games will begin at the scheduled Game time unless otherwise communicated by a Tournament Director. If a game needs to start early, the Tournament Director will communicate with both teams and the Referees.
- ❖ **Warm-ups** There will be a 3 minute warm-up before each game.
- ❖ If two teams combined have more than 25 combined penalties after 2 periods, the third period will be a running clock. The clock will stop for injuries and goals only.
- ❖ **Player Penalties** Any player(s) receiving 4 penalties in a game will be suspended for the remainder of that game. Said player(s) will then be allowed to play in the next scheduled game unless one of the penalties is a Game Misconduct, or the player reaches 5 penalties before being removed from the game.
- ❖ **Team Penalties** Any team receiving 14 penalties in a game will have the Head Coach suspended and removed from the bench for the remainder of that game. Said coach will then be allowed to participate in the next scheduled game, unless a 15th penalty is reached while the Coach is on the bench during the Game.

- ❖ **Off-Ice Official** Each team will supply an Adult Off-Ice Official to attend their penalty box, this person should be at a minimum registered with USA Hockey as a Volunteer. This person must remain neutral during the game and it's their job to help the on-ice Officials.
- ❖ **Time Outs** are permitted in each Tournament Game. One time out, per team, per game.
- ❖ **Home Teams** for all Games are determined by the schedule.
- ❖ **Tiebreaker Rules** and Determining Seedings for Championship Games, Semi-Finals, and Consolation Games are listed below:
 1. **Record (W-L-T)**
 2. **Head to Head** play if two teams are involved.
 3. If the Two teams involved in the tiebreaker played to a tie, or if there are more than two teams involved in the tiebreaker then the following point system will used to determine who advances:
 - 5 points to win a game in Regulation
 - 4 points to win an OT Game
 - 2.5 points for a Tie
 - 1 point for an OT loss
 - If more than 2 teams are involved in this tie breaker (after a team is decided after using the points, and the other teams are still tied with points we will revert back to the first tie breaker and so on)
 4. Lowest goals against.
 5. Lowest total of penalty minutes.
 6. A Coin Toss.
- ❖ **Tie Game in Championship or Semi-Final** In the event of a tie at the end of the Championship Game or Semi-Final Game, there will be a 1 minute rest, then a 4 v 4 Sudden Death Overtime for 4 minutes. If still tied, a 3 v 3 Sudden Death Overtime for 3 minutes. If still tied, a 2 v 2 Sudden Death Overtime for 2 minutes. If still tied, there will be a 3 player Shoot-Out. If still tied, there will be a Sudden Death Shoot-Out until a Winner is reached. The Home team will have choice of shooting 1st or 2nd in the Shoot-Out. No player may be used again in the Shoot-Out's, until every eligible player that is dressed for the game is used prior.
- ❖ **Zero Tolerance** This tournament is sanctioned by USA Hockey. Referees have been instructed to strictly enforce Zero Tolerance Rules. Please make your Team aware of this. The York Ice Arena and the Tournament Director reserves the right to enforce this policy, and will remove from the arena players, coaches, or spectators who violate the USA Hockey Zero Tolerance and Safesport policies at any time during this tournament. **The Tournament Director reserves the right to disqualify a team from tournament due to behavior that is detrimental to the sport of hockey, "by Players, Coaches, or Parents."**
- ❖ **Locker Room Policy** The Arena's Locker Room Policy will be in affect for the Tournament. A valid set of car keys must be used as collateral for the Locker Room key during the Teams' use of the Locker Room. Only Team Manager's or Coaches will be allowed to sign for a Locker Room Key. A Locker Room key must be secured for all teams using the Locker Rooms. Locker Rooms will be checked by Rink Staff after all persons from the Team have vacated the Locker Room. The car keys will then be returned if Locker Room is found to be restored as it was found prior to the Team's use.