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AA - Tournament Rules

- 1. Tournament Applications will be accepted until the division has been filled. No refunds will be given once a team has been notified of acceptance.
- 2. By entering this tournament your team agrees to attend the International Silver Stick® Finals in Michigan or Canada if you are the regional champion. Runner-up teams may be offered an opportunity to attend finals as well and are encouraged to accept these bids.
- **3.** A check of credentials and qualification will take place before each team competes. A team representative must present the following credentials **1 hour** before your first game:
 - a. USA Hockey certified roster
 - **b.** Approved Travel Permit for all teams from an affiliate requiring travel permits.

Incomplete credentials could result in the forfeit of pending game.

- **4.** A player may only play for one team during the Rocky Mountain Silver Stick® Regional Tournaments. If a player is rostered on more than one USA Hockey roster, this player must play for the team at the highest level they are rostered.
- **5.** This Tournament is a USA Hockey sanctioned Tournament and open to properly registered USA Hockey teams. Team selection for this regional tournament is determined by the tournament directors and their decisions are final.
- **6.** The divisions will include: 12U PeeWee AA, 14U Bantam AA, 16U Midget Minor AA, and 18U Midget Major AA. A minimum of four teams will be accepted per division.
- **7.** Cost of Registration:

12U PeeWee AA \$1600 14U Bantam AA \$1700 16U Midget Minor AA \$1800 18U Midget Major AA \$1800

- 8. No admission fee for spectators.
- **9.** Games will be scheduled beginning Thursday afternoon through Saturday evening with Semi-Finals and Finals played on Sunday.
- **10.** USA Hockey and CAHA Rules will apply to all play **except as noted herein**. All games will be officiated by USAH officials.
- **11.** A tournament suspension will be issued in the following cases:
 - a. Any player issued a fighting penalty
 - b. Any player issued 5 penalties in one game
 - c. 15 penalties by a team in one game will result in the suspension of the head coach

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- d. Any player or coach receiving a match penalty
- e. The Tournament Directors reserve the right to imposed supplementary discipline for any game misconduct penalties, which may include suspension for the remainder of the Tournament.
- 12. Mouth guards are required for all players.
- **13.** If a player is injured and play stopped, the injured player must leave the ice until the completion of the ensuing face-off.
- **14.** Any articles (except hats for hat tricks) thrown on the ice, or any abusive conduct by spectators will result in immediate ejection from the arena and the tournament. Failure to comply will result in the offending team forfeiting the game.
- **15.** The referees and Tournament Directors' decisions are final. No protests are allowed.
- 16. SportsEngine & MBSports scoring systems will be used and uploaded following the completion of the games. Teams must provide the tournament directors with jersey numbers of all players and designate goalies no later than Wednesday, September 2, 2018. Rosters will be frozen at this time and no additions will be allowed.
- 17. Divisions will be determined based on the number of teams registered and accepted. Depending on those numbers, there may be multiple divisions per age group. The divisions below are to be used as examples only. The tournament reserves the right to have divisions made of a number of teams other than the ones shown below. There is a 4 game guarantee for this tournament. The maximum number of teams per age group is 15. There is no guarantee that any division will have the maximum number of teams.
 - ➤ 15 Team Divisions: Split into three 5 team divisions. Round robin format each team plays the teams in their divisions (4 games). The top team in each bracket advances to the semi-finals, along with one wild card team. The wild card team will be the non-bracket winner with the most points accumulated in pool play. Tiebreaker rules will apply as needed. The winners of the semi-final games advance to the championship game.
 - ➤ 10 Team Divisions: Split into two 5 team divisions. Round robin format each team plays the teams in their divisions (4 games). The top two teams per division advance to the semi-finals. The winners of the semi-final games advance to the championship game.
 - ▶ 5 Team Divisions: Round robin format each team plays all other teams (4 games). All 5 teams are then ranked in order based on the points accumulated in pool play. The top 4 teams advance to the semi-final games. The winners of the semi-final games advance to the championship game.
 - ➤ **Single Divisions:** Teams will play 4 games against other teams in the division. All teams are then ranked in order based on the points accumulated in pool play. The top 4 teams advance to the semi-final games. The winners of the semi-final games advance to the championship game.
 - Points for each game will be awarded as follows:

Win: 2 points Tie: 1 point Loss: 0 points

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- **18.** Players should be at the arena 1 hour prior to game time and be ready to go on the ice up to 15 minutes before the scheduled game time for the 5 minute warm-up. At the conclusion of the game, all players must leave the ice immediately after the handshake line.
- **19.** All games will have a 5-minute warm-up. All games will be stop clock and game times are as follows:

U12 PeeWee AA

U14 Bantam AA

U16 Midget Minor AA

U18 Midget Major AA

3, 12-minute periods
3, 13-minute periods
3, 15-minute periods
3, 15-minute periods

If there is a four goal or more differential in the third period, the clock will become run time. There will be no run time in the semi-finals or championship games.

For Midget Minor and Major Games an ice make will be made every two periods. For back to back games, the ice make for the second game will be at the end of the 1st period. After the referee signals players onto the ice after the "in game" ice make all players except the 5 players and goaltender starting the next period will go directly to the bench. A 2 minute delay of game bench minor penalty will be assessed by the referee for any violation of this tournament rule.

20. Tie-breaking procedure:

- a. The four teams with the highest point total in round robin/pool play in each division will advance to the semi-finals. If there are multiple divisions in a specific age group, either the top two in each division (if 2 divisions) or the top team in each division, plus a wild card (if 3 divisions) will advance to the semi-finals.
- b. Forfeits are counted as a 1-0 win for the non-offending team.
- c. If two or more teams are tied in round robin/pool play the tie is broken using the following tiebreakers. Once a team is eliminated using these tiebreakers, the remaining teams continue down the list until the tie is broken.
 - i. Head to head points acquired if all tied teams have played each other
 - ii. Highest Total Goal Differential in Round Robin/Pool Play Games. This will be determined by subtracting goals allowed from goals scored in each game. The maximum goal differential in any one game for purposes of this tiebreaker will be 5 goals.
 - iii. Fewest Total Goals Allowed during Round Robin/Pool Play Games.
 - iv. Fastest goal scored in the first game of the tournament
 - v. The least amount of penalty minutes, including misconducts, accrued by a team.
 - vi. The flip of a coin between two teams. The tournament director will assign heads or tails. If more than two teams are tied, numbers will be drawn in an alphabetical order by association name.
- **21.** All teams must have a home (white) and away (dark) set of jerseys. Please bring both jerseys to all games in case of changes.
- **22.** All games are on curfew. The Tournament Director shall have the ability to implement running time in any game in order to meet scheduled game times.
- **23.** There is no overtime except in semi-finals and championship games.
- **24.** After two overtimes there will be a shootout.
- **25. Overtime period are sudden death**. Overtime periods will be 5 minute stop clock. Teams will switch ends for all overtime periods. A shootout will occur if the teams are still tied after the 2nd

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overtime. Shootouts will consist of 5 players and a goaltender from each team. The coach will present a list to the referee with the order of the five shooters. The home team will shoot first. The team with the most goals after 5 shooters will be declared the winner. If the teams are still tied, the shootout will continue using one additional skater from each team until a winner is determined. If all players on one team have shot, then shooters will continue in the same order as they shot previously.

- **26.** All teams must furnish their own penalty box attendant (attendant must be18 years of age or older)
- **27.** No powered noise devices are allowed. This includes, but is not limited air horns and powered sirens.
- **28.** Locker rooms The head coach or assistant coach, if the head coach is not present, is responsible for the locker room. This responsibility cannot be delegated to a parent or team volunteer. A parent may check out the key, but ultimately the head coach is responsible for the locker room conditions and activities within the locker room.
- 29. Should any player or team willfully damage any property at any ice facility, all cost for repairs or replacement shall be paid by the team concerned. Arrangements for restitution shall be made immediately with the rink management. Notice of such damage will be given to the tournament directors to determine if removal of the player and/or team from the tournament is appropriate. Any profanity or abusive behavior towards rink personnel or tournament officials will result in immediate ejection from the rinks and tournament.
- 30. Any team (CAHA registered or otherwise) which enters this tournament and fails to appear on time for a scheduled game, forfeits a game, or fails to provide a valid roster signed and sealed by their USA Hockey Registrar to the tournament director prior to the team's first game will be subject to:
 - a. Forfeit of scheduled games as determined by the tournament director
 - b. Pay for all expenses, including but not limited to referee fees and ice costs for all forfeited games.
 - c. Denied entry in any other Colorado tournaments for the remainder of the season and any approved travel permits will be rescinded
 - d. Tournament director is required to notify the CAHA VP of any team who fails to appear for a scheduled game within 24 hours of the infraction.
- **31.** The tournament staff has the right to change a game time or rink assignment if circumstances beyond their control occur (IE-weather, loss of the availability of the rink, loss of power, etc.).
- **32.** All first place teams will receive a team trophy, championship banner, champion pins, and the invitation to the International Silver Stick® Finals. The second place teams will receive a finalist banner. All players and coaches will receive a participation pin.