



## **RULES**

**(19/20 Fall & Winter AAU Hockey Events)**

- This event is sanctioned by AAU. All teams and players must be rostered and have a valid membership with AAU.
- Teams must be at the rink at least 45 minutes prior to their scheduled game time. If the tournament is running ahead of schedule, teams are expected to be ready to play 15 minutes early. The tournament committee has the right to use their best judgement in any case - especially if involves a playoff game, missing goalies, &/or a possible forfeit.
- Teams are required to bring their official roster to each game. Rosters are frozen immediately after the start of your first game.
- All score sheets will be at the tournament headquarters at each assigned rink. Each team needs to bring enough labels for up to six games (18 labels) to be placed on the score sheets before each game . A team representative for each team is required to check its roster prior to each game and make appropriate changes or notations to the score sheet.
- For all games, the home teams will wear it's white home jerseys and the away teams will wear it's dark colored away jersey. All players must wear numbered jerseys in the proper team colors.
- A maximum of four team officials may be on the player's bench at one time.
- No player is allowed to participate on more than one team in his/her respective age division.
- A player must play at least one round robin game in order to be eligible for playoffs.
- Each team will need to provide a penalty box official for each game. This person becomes an off ice official & must remain neutral during the game & help the on ice officials, if needed. The tournament will provide the scorekeepers.
- All players, including goalies in 12U through Midget 16U age divisions are required to wear a colored (non-clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper. For the first violation of this mouthpiece rule, the team will be issued a warning. A misconduct penalty will be assessed to any player or goalie of that team for a second violation during that game. Neck guards are not required, but may be required by your affiliate so please check with your state or affiliate to see if your team is required to wear neck guards.

- Hockey Canada equipment rules are those recognized and subject to/by your governing body &/or as required by their own league or associations (i.e. mouth guards, neck guards, and all other equipment). Hockey Canada requires a BNQ Certified Throat Protector (neck guard) for all Youth Divisions. Hockey Canada rules do not mandate the wearing of a mouthpiece at any age division where a full mask is required.
- All game results will be posted on HockeyShift.

## GAME FORMAT

- All games will be played in accordance with USA Hockey rules with a few exceptions noted below.
- 8U = (3) 11 minute stop-time periods
- 10 & 12U = (3) 12 minute stop-time periods
- 14U, 16U, & Scholastic = (3) 13 minute stop-time periods
- (3) minute warm up for all levels. Teams must bring their own pucks.
- Round-Robin Point System: 2 points for WIN & 1 point for TIE, & 0 for LOSS
- 8U - 1:30 Minor Penalties | 4:00 Major Penalties | 10:00 Misconducts
- 10U+ - 2:00 Minor Penalties | 5:00 Major Penalties | 10:00 Misconducts
- Any player receiving 5 or more penalties in one game must sit the following game.
- If a team receives 15 or more penalties in one game, the head coach must sit the following game.
- Any players or coaches receiving a Game Misconduct or Major Penalty must sit the following game.
- Any players or coaches receiving a Match Penalty is disqualified from further play and will be done for the tournament.
- Fighting will not be tolerated and will result in a tournament ejection.
- Any player who receives 2 (10) minute misconducts in the same game will be ejected from the remainder of that game and will sit the following game. The second ten minute misconduct is converted to a game misconduct.
- After a delayed penalty, faceoff location will go all the way down in the penalized team's zone.
- New Icing Rule for this tournament WILL NOT be in effect.
- Tag-up offsides will be played for all divisions.
- Maximum goal differential attainable per game is +/-5.
- A running clock will be used in the third period when a team is ahead by 5 or more goals. If the gap is closed to 4 goals, then stop time will resume.
- Handshakes will take place immediately after each game.
- There will be No timeouts for Round Robin Games. Only Championship Games teams be allowed one timeout.

- **Tie breaker system – In the event of two or more teams ending up with the same amount of points in round-robin play, final standings will be determined by the following criteria: Head to Head competition, Most Wins, Best Goal Differential, Fewest Goals Against, Most Goals For, Fewest Penalty Minutes, & Coin Flip.**
- **Tie game system – a tie will remain a tie in round-robin play. Also, will remain a tie for all consolation games. For all playoff & championship games if tied after regulation play, we will play one (5) minute running sudden death overtime period (4 on 4). The teams will switch sides so that each team is defending the goal farthest from their bench. If tied after the overtime period, we will then go to a 3 player shootout in which most goals wins. Home team will decide who will shoot first. If tied after the 3 player shootout, we will then go to a sudden death shootout until winner is decided. The players in the first group of three may not shoot again until all other eligible players on their team have had a turn or the opposing team has used all of their shooters. Players with time remaining on their penalty are not eligible for the shootout.**
- **Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting other teams in terms of playoff status, may be reviewed by the tournament committee to determine which teams advance beyond robin play.**
- **Suspensions resulting from Game Misconducts, Match or Fighting Penalties will not be overturned by the tournament director under any circumstances. No tournament official has the right to change a score sheet or reverse a call from a referee. Once the game is over, the score sheet is final.**
- **Any player who receives a major penalty for fighting, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and his/her next game. USAH Official Playing Rules shall govern the assessment of penalties. At the conclusion of each game, the coach of each team shall be responsible for reviewing the score sheet to determine whether any player or team official has been suspended or disqualified from participating in any future games.**
- **Games can be stopped and ended at any time if our officials or tournament directors feel that continuing play is considered to be not in the best interest of the tournament and everyone involved.**
- **Officials will be informed to be very strict regarding our zero tolerance policy. TCS Hockey &/or rink management reserves the right to remove from the rink – players, coaches, or spectators who violate our zero tolerance policies. Any coach or spectator that gets removed in a game will receive a full tournament suspension.**
- **Protests will not be accepted based on the judgements or calls made by an on-ice official. However, a game may be protested based on the opponent's use of an ineligible player, or on a violation of rules or protocol that clearly has an impact on the game and that inures to the detriment of youth hockey. Any such protest must be filed by the protesting team as soon as possible by referring to our tournament director for their consideration. If the tournament director determines that the circumstances warrant it, he may uphold the protest and assess the appropriate penalties against the offending team. The tournament director's decision in any such matters will be final.**

**Anything not covered here shall be directed to the tournament directors who**

**will have final say on any and all matters.**