

# **2009 HOLY NAME HOCKEY ICEBREAKER TOURNAMENT**

## **GENERAL INFORMATION AND TOURNAMENT PLAYING RULES**

*Dear Coaches and Team Reps:*

*Welcome to the 2009 Holy Name Icebreaker Tournament. We are pleased to outline some general information and playing rules on the following pages. PLEASE READ the following information and familiarize yourself with our playing rules, tiebreaker procedures, and other special rules in the tournament, especially our zero-tolerance policies. YOU are responsible for understanding and making sure your team and parents comply with the rules so as not to penalize your team.*

*We hope you enjoy our Tournament and Good Luck to all.*

### **GENERAL INFORMATION**

1. **TOURNAMENT TABLE:** All teams must have a Head Coach or Team Rep sign-in prior to each game. They must leave their hotel phone number or cell phone number in the event a Tournament Committee member needs to advise you of events that may arise. It is the Head Coach's or Team Rep's responsibility to notify his team of changes that occur at the tournament. Each player is required to sign in at the Tournament table prior to his/her first game only. **NOTE:** ONLY PLAYERS APPEARING ON YOUR TOURNAMENT/USA HOCKEY ROSTER MAY PLAY IN TOURNAMENT GAMES. SEE THE PLAYING RULES FOR ELIGIBILITY.
2. **LOCKER ROOMS:** The Team Rep or Coach listed on your roster will be provided a locker room key at the Tournament table. Locker room assignments can be found in Tournament program as well as the Olympia Ice Rink L.E.D Board located in the main lobby. Car keys are required to secure a locker room key, and ONLY those individuals listed above can obtain one. Car keys will be returned only after your locker room is inspected by a tournament or rink official for cleanliness, empty of all players, and key is returned. Damages will be assessed to any team for defacing or damaging the locker room or locker room area or bathrooms. **PLEASE NOTE: ONLY REGISTERED PLAYERS AND TEAM OFFICIALS (MAXIMUM 4) ARE ALLOWED IN THE TEAM LOCKER ROOMS OR HALLS OUTSIDE OR ADJACENT TO LOCKER ROOM AREAS UNLESS AN INJURY HAS OCCURRED. FOR MITES, THE TEAM MANAGER MAY DESIGNATE TWO ADDITIONAL PARENTS TO ASSIST WITH SKATES. THESE TWO LOCKER ROOM RULES WILL BE STRICTLY ENFORCED.**

The Olympia Ice Rink does not allow any players to walk the lobby in skates.... They require skate guards to be worn at all times in the lobby area.

3. **GAME SHEETS:** Game sheets will be at the tournament table at each rink prior to the start of each game. Each coach or team manager is responsible for filling out the roster with the registered players and up to four maximum bench personnel. You must list coaches and indicate “HC” next to the head coach’s name. Please print, and sign the form prior to handing it back in. We request that the game sheets be filled out at the tournament table. Teams failing to complete or sign the game sheet, therefore causing a delay of game will be assessed a delay of game penalty at the start of the first period.
4. **CONFLICT OF SHIRT COLORS:** In the event that two teams have the same color or very similar color shirts, the Home team has the option of wearing their home or away jerseys.
5. **START TIME/GAME LENGTH:** All attempts will be made to start games on time. All games will be played to completion, regardless of mercy rule. Due to mercy rules and other factors, teams **MUST BE READY TO PLAY 20 MINUTES BEFORE** the scheduled start time. Delays in the first face off shall be subtracted from the time of the first period and a delay of game penalty may be assessed to the team causing the delay at the discretion of the tournament official assigned to the game. Round Robin Games will be played in three, 12-minute period lengths. **“Mercy”** rules will apply as outlined in the Playing Rules section.
6. **TIME OUTS:** NO time outs are allowed during the round robin portion of the tournament. Each team will be allowed ONE time out (60 Second) in the Championship Game only , which can be taken at any time during the game.
7. **PENALTY BOX ATTENDANTS:** If you desire to have penalty box attendants, then an ADULT volunteer recommended by the head coach will be allowed to enter the penalty box area for the sole purposes of opening and closing the penalty box door. These volunteers may make NO COACHING or other comments or the referee will remove the individual from the box and a misconduct penalty will be assessed to the volunteer’s team. Volunteers assume all risk of injury or any slips or falls on the ice and the Tournament will expressly not be liable for any injury.
8. **TEAM AND ACTION PHOTOS:** During the games, action photos of players will be taken. These Photos will be displayed and available for parents to purchase in the arena lobby at the Olympia Ice Rink only. At no time will a parent or coach be allowed on a team bench or penalty box to photograph the game.

Please read the Playing Rules below for the Tournament, if you have any questions, please contact the Tournament Director for clarification.

## **TOURNAMENT PLAYING RULES**

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**ALL HEAD COACHES AND TEAM REPS MUST READ!  
FAILURE TO READ THE RULES WILL NOT BE ALLOWED AS  
AN “EXCUSE” AND COULD UNNECESSARILY PENALIZE YOUR TEAM.  
THANK YOU IN ADVANCE.**

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1. All games will be played under USA HOCKEY rules applying to the age bracket on the ice, except where amended by these Tournament Playing Rules. Referees have been assigned by the scheduler from the Mass Hockey District 6 referees, and have been approved by the District 6 referee in chief. All referees are USA Hockey and Mass Hockey certified. *Please note that the tournament committee will not tolerate abuse of officials and the referees on the ice will have the discretion to call bench penalties for any abuse of officials by fans, parents, or team officials. Abuse penalties called at the end of a game will carry over to the start of your next tournament game. All team officials, players, parents, and fans must follow the “ZERO TOLERANCE” rule listed in the current USA Hockey RuleBook. Referee’s will no longer be enforcing the Mass Hockey Pilot Icing rule.*
2. **TEAM AND PLAYER QUALIFICATION:** A team is qualified to play a tournament game if (a) the team and all players have been registered before the first game and the team is USA Hockey registered; (b) the tournament registration fee has been paid in full in advance; (c) any suspended coaches or players are not allowed in the locker room, on the bench, or otherwise involved in the game; (d) players on the roster and game sheet are eligible to play. A Player MAY NOT play for more than one team in the tournament. If he/she does, then that player is ineligible and a suspension for the next game shall result for the player and the TWO coaches allowing the player to play. The score of any game where an ineligible player is utilized shall be reversed if the penalized team has won the game; (e) Age criteria for each bracket will follow USA Hockey brackets.
3. **MAXIMUM NUMBER OF PLAYERS:** A team may register a maximum of 20 players for the tournament including goaltenders and may register a maximum of four (4) team officials. These team officials are the only ones allowed in the locker room, hallways outside the locker rooms, or the player’s bench area except in the case of injuries. In the case of MITES, the head coach or team manager may designate two (2) additional parents to help with skates in the locker room. No additional players may be registered once the team roster has been given to the Tournament Director prior to the first game.

4. **GAME SCHEDULES AND TIMING:** Wall Charts will reflect all games; approximate starting times and standings at each rink. Please note that every attempt will be made to adhere to the schedule, but the Tournament Director may have to make changes once the tournament begins. Accordingly, team managers and coaches are responsible to CONFIRM each game time with the tournament table prior to leaving the arena between games. (Please leave a contact phone number!)
- a) Games will commence with a three (3) minute warm-up, which shall begin as soon as the Zamboni doors close. The timekeeper will determine the warm-up by sounding the buzzer at its conclusion. Teams not ready will FORFEIT warm up time. Teams are not allowed on the ice until doors to Zamboni have been closed.
  - b) Teams must be ready to play 20 minutes before the start of the scheduled game due to mercy rules and other factors. This means in the locker room, skates laced, and ready to take the ice in all respects. Any delays at any time will be subtracted from the time of the first period and a delay of game penalty may be assessed to the team causing the delay.
5. **GAME LENGTHS/PENALTIES:** All games will be played with three, 12-minute periods. There will be no overtime for round robin games. No time outs are allowed in round robin games, but one is allowed in the championship game (60 seconds) at any time.

Infraction/Penalty	Time Served
Minor:	1 and ½ minutes
Major:	4 minutes
Misconduct:	6 minutes
Game Misconduct:	Balance of that game plus next game
Major Game Misconduct:	Balance of that game plus next game

Penalty calls may NOT be appealed. Game officials are designated as referees, timekeepers, and tournament officials. The Greater Springfield Junior Amateur Hockey League, Inc assigns timekeepers.

**For Championship games only**, overtime will be played to sudden death as follows: 4 vs. 4 for five minutes and then 3 vs. 3 for five minutes if needed to declare a winner, then a shootout will ensue if the game is still tied after the 3 vs. 3. Rules for the shootout are as follows: Each team will be given three penalty shot chances. The team who scores the most goals in the three chances is declared the winner. Prior to the start of the Championship game, each team must declare 3 shooters and 1 goalie, which must be on the ice at the start of the game and so designated on the score sheet. The coach must also designate first and second alternates in case an injury to one the three designated players occurs during the game. In the case of an injury, the referee must be notified immediately. If the shootout is tied after three chances, a sudden death shoot out will ensue, whereby each team is given one penalty shot until a winner is determined. Note that no player will be allowed to take more than 1 penalty shot until all players have been utilized.

Penalties during the 4 vs. 4 O.T will be enforced and a shorthanded situation will occur. Team will not go below three players at any time. The 3 vs. 3 must be maintained unless a penalty occurs whereby the penalty will be enforced and the non-offending team will add an additional player to the ice to create a 4 vs. 3 situations. Standard rules will apply for the penalty and the player will re-enter the ice when time on penalty has expired. When the next stoppage in play occurs (provided no other penalties have been called) the 3 vs. 3 play will continue.

6. **MERCY RULES:** A “mercy rule” shall apply as follows: If 6 goals separate the teams at the end of the second period or at any time during the third period, running time shall commence and shall revert back to stop time if the difference becomes less than 6 goals. Penalties will be running time during mercy rules. When penalty is assessed, clock will be stopped to post time and restarted upon the drop of the puck.

7. **SCORING AND RATING TEAMS/ TIEBREAKERS:** All wins shall count for two points, ties for one point, and a loss for zero points. Teams ranking the highest will play in the championship game. If teams are tied for the ranked position, the following tie-breaker formula shall apply:

- a. TOTAL POINTS
- b. HEAD TO HEAD
- c. RECORD IN COMMON GAMES (6 or 8 team divisions)
- d. LEAST GOALS ALLOWED – INCLUDING EMPTY NET
- e. MOST GOALS SCORED
- f. LOWEST TOTAL PENALTY MINUTES (Game misconducts will be counted as time remaining in game with a minimum of 12 minutes assessed) (Major game misconducts 1 game = 36 minutes will be assessed)
- g. PERIODS WON (All Games)
- h. GOAL DIFFERENTIAL IN FIRST PERIOD (All Games)
- i. GOAL DIFFERENTIAL IN SECOND PERIOD (All Games)
- j. GOAL DIFFERENTIAL IN THIRD PERIOD (All Games)
- k. COIN TOSS

8. **EJECTIONS AND SUSPENSIONS:** Apart from normal rules and penalties, referees may eject a player or team official from the game for the penalties listed below. Suspensions will be assessed by the Tournament Director according to the following criteria:

<u>PENALTY</u>	<u>EJECTION/SUSPENSION</u>
Major Game Misconduct	Balance of that game plus next game
Fighting	Balance of tournament (Fighting will not be tolerated)
Any Four (4) Penalties	Balance of game; second offense out of tournament
Intent to Injure	Balance of game and ALL remaining games
Abuse of Official	Balance of game and ALL remaining games

NOTE: TEAM OFFICIALS and HEAD COACHES must keep control of its team and fans. The head coach of any team that has three suspensions must personally report to the Tournament Director to seek approval for the team to continue competition.

9. Handshakes at the end of games shall occur at the discretion of the referees or tournament officials.

### **Good Luck to all Participants**

Thank you for entering in the 2009 Icebreaker Tournament.

We hope you enjoyed your stay

***Holy Name Hockey Association Tournament Committee***