

KINGS KUP TOURNAMENT RULES & REGULATIONS



GENERAL RULES AND INFORMATION

- Unless otherwise altered by the rules of this tournament, teams participating in this tournament shall be governed by the rules of USA Hockey and the Amateur Hockey Association of Illinois. Notwithstanding and rules to the contrary, any player assessed a major for fighting shall be suspended from the tournament. Any other suspension must be served with the tournament games.
- Each team must be registered with USA Hockey through the sub-registrar of its home state.
- Each team must submit the following through the Google Form sent by the tournament director/Kings Registrar:
 - Roster Link to the team USA Hockey Roster
 - Player Numbers for GameSheets
- Teams are required to be ready fifteen (15) minutes prior to each game except for the first game scheduled each day since games may commence as early as fifteen (15) minutes prior to the scheduled game time. Any team not ready to take the ice fifteen (15) minutes prior to the posted game time may be required to forfeit the game.

TOURNAMENT FORMAT AND ISSUES

- In the Varsity White and JV1 Divisions, the competition format will consist of 3 games followed by a semi-final game, depending on seed placement (1 vs 4 and 2 vs 3), then a championship game. In the Varsity Purple and JV2 Division, the competition format will consist of 3 games, and the top two teams (1 and 2) will face off in the championship game.
- The home team is listed first on the schedule and will wear a dark colored jersey, and the away team will wear a white or light-colored jersey.
- The home team for the semifinal games will be the teams that are first and second in the standings after the three games are played for Varsity White and JV1 Divisions. The championship games for Varsity White and JV1 Divisions, will be the winners of the semifinal games facing off, the highest ranked team of the winners from semi-final games will be the home team.
- The home team for the Varsity Purple and JV2 Division, Championship games will be the highest ranked team.
- Ice will be resurfaced at the end of each game.

PLAYING TIMES

- JV and Varsity games will be three (3), 20-minute running time periods
- There are no timeouts except in semifinal or championship games, where each team will be permitted one (1) 1-minute time-out per game
- **During the last two minutes of the third period, games with a two (2) or less goal lead or a tied game will result in stop time. While the game is running clock, the clock shall be stopped for an injury to a player or game official. The referees may also direct the clock to be stopped.**

PENALTY ENFORCEMENT

- Penalties at each level are assessed as follows:
 - Two (2) minutes for minor penalties
 - Five (5) minutes for major penalties
 - Ten (10) minutes for misconduct penalties
 - A fighting penalty is an ejection from the game and for the rest of the tournament

THE DECISION OF THE TOURNAMENT IS FINAL.

KINGS KUP TOURNAMENT

OVERTIME & TIEBREAKING RULES



OVERTIME

- During the first three games for each team, a game that is tied at the end of three periods is considered complete.
- In the semifinal games, if tied, there will be a 5-man shoot-out, followed by a sudden death shootout if necessary to determine a winner.
- In the championship game for the Kings Kup (at both JV and Varsity), there will be a five (5) minute sudden-death overtime period. If the game is still tied, we will go to a 5-man shootout, followed by a sudden death shootout if necessary to determine a winner.

Note, all penalties will carry over from the original game to the overtime.

SHOOTOUT RULES

- The Home team decides who shoots first. Coaches must determine their 3 or 5 shooters (in order) prior to the first shooter. If the shootout goes to sudden death, the players in the initial shootout cannot shoot until all players on the score sheet have shot (excluding goalies or if a player has left the game due to injury or disqualification). Any player in the penalty box at the time of the shootout is not eligible to shoot.

TIE BREAKING RULES

- In the three games, TWO (2) POINTS SHALL BE EARNED FOR A WIN, ONE (1) POINT SHALL BE EARNED FOR A TIE, AND ZERO (0) POINTS SHALL BE EARNED FOR A LOSS.
- The order of final position after the three games shall be completed on a position-by-position analysis beginning with the first place. In the event of tied points, the tiebreaking formula as stated below shall be used.
 1. MOST WINS
 2. GOAL DIFFERENTIAL (GOALS FOR MINUS GOALS AGAINST) Using the three games played by the tied teams, SUBTRACT the goals scored against the goals scored by the team. NOTE: The maximum surplus per game is seven (7) goals.
 3. Points earned vs. common opponents (the same team played)
 4. Goal differential vs. common opponents (the same team played)
 5. If a tie still exists after applying the above, the order of finish shall be as follows:
 - a. Fewest Losses
 - b. Fewest Goals Against
 - c. Most Goals For
 - d. Least Penalty Minutes
 - e. Quickest goal scored in game vs. common opponents
 - f. Coin Toss with the two (2) tied teams or random drawing with (3) tied teams.
 - g. In the event of a three-way tie, the order of finish will be based on tiebreakers #2-4 as stated above.

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