



Rocky Mountain Shootout

General Rules and Information

- **This is a USA Hockey sanctioned Tournament**, using USA Hockey rules.
- A USA Hockey Official Team Roster Form (1-T) approved by the District or Associate Registrar or Hockey Canada Certified Player Roster approved by the governing Canadian federation is required for all participating teams and shall be proof that all participating teams are properly registered and all participants are playing in the appropriate age classification.
- Rosters must be received no later than two weeks prior to the tournament start date
- Tournament divisions will include 10U, 12U, 14U, 16U and 18U AA, A, B and Rec levels
- The tournament will follow USAH Safesport policies and all full-time and on-site staff have completed Safesport training and background checks
- Travel Permits are required and will be verified for all Non-USA Hockey teams, and any team from an Affiliate requiring Travel Permits.
- Any team using a non-rostered player in any game will forfeit all preliminary round games and will not be eligible to advance to a semi-final or championship game. In this situation no entry fees will be refunded.
- Players are required to wear all equipment mandated by respective governing body.
- A team representative or coach must enter players' names and the head coach must sign the scoresheet prior to each game. Players do not need to sign in.
- All players must wear numbered uniforms in the proper team colors
- The home team will wear a white or light colored jersey and the visiting team shall wear a dark colored jersey
- Scorekeepers for each game will be provided by MYHockey Tournaments. Teams will need to provide a penalty box attendant if they would like someone to open the penalty box door for the players.
- Locker Room Monitoring: It is the policy of USA Hockey that all teams have at least one responsible adult (head/assistant coach or other approved team personnel) directly monitoring the locker room during all tournament events to ensure that only participants (coaches and players), and other approved team personnel are permitted in the locker room to supervise the conduct in and around the locker rooms at all times while participants are present and also make sure the locker room is appropriately secured during times when minor participants are on the ice. All responsible adults serving as locker room monitors should be gender correct and the co-ed locker room policy must be followed. Monitors must be screened per USA Hockey screening standards and USA Hockey SafeSport certified.
- Cell Phones & Other Mobile Recording Devices: Per USA Hockey policy, cell phones and other mobile devices with recording capabilities, including voice recording, still cameras and video cameras,

are not permitted to be used in the locker rooms. If phones or other mobile devices must be used, they should be taken outside of the locker room.

- Teams will provide their own pucks for pre-game warm-up and the home team in each game will supply game pucks

- **Teams shall shake hands at Center Ice after completion of the warm-up period.**

Post-game hand shakes are optional at the discretion of the coaches and referees

- **Playing Time/Penalty Minutes**

Playing time for all games will be stop time periods as follows:

Squirt	13 minutes
Pee Wee	13 minutes
Bantam	13 minutes
Midget	14 minutes

A running clock will be used in the third period when one team is ahead by 5 or more goals. During The time that the clock is running, it will be stopped only in the event that a player is injured on the ice.

Penalty times are as follows:

<u>10U and 12U divisions:</u>		<u>14U, 16U and 18U divisions</u>	
Minor	1:30	Minor	2:00
Major	5:00	Major	5:00
Misconduct	10:00	Misconduct	10:00

- Each team is permitted one time-out per game.

- **Starting Time/Warm Up Period**

A) Teams should be ready to enter the ice surface for the warm-up period up to ten minutes prior to the scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play.

B) Warm-up time shall be three minutes.

- **USA Hockey Officials:** All officials that oversee tournament games are certified by USA Hockey
- **Zero Tolerance** – Referees will be instructed to *strictly enforce zero tolerance rules*. MYHockey Tournaments and facilities' management reserves the right to remove from the arena players, coaches or spectators who violate USA Hockey zero tolerance policies.
- **Game Misconduct Penalty** – Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game. There are no exceptions to this rule
- **Match Penalty** – Any player, coach or manager who receives a match penalty shall be suspended immediately for the balance of the tournament. There are no exceptions to this rule.
- **Game Suspensions** – *Suspensions resulting from game misconducts, match penalties, or any other circumstances, which are mandated by USA Hockey or Tournament Rules **will not be overturned by the Tournament Director or MYHockey Tournaments under any circumstances.** Players, coaches and parents should be fully aware of the potential consequences of their actions at all*

times.

- **Protests** – Protests of games shall not be accepted or considered for any reasons. Decisions of on-ice officials is final. Decisions by the tournament committee related to game suspensions and tie-breakers are final.

- Games may be stopped and ended if, in the judgement of tournament officials, continuing play is deemed to be not in the best interest of the tournament, participants, spectators, officials etc.

- **Game Points**

Teams will be awarded points in round-robin play according to the following:

- a. Two points for a win
- b. One point for a tie
- c. Zero points for a loss

- **Tournament Standings (additional explanations below)**

Standings will be compiled by the tournament director and staff and posted at the rinks

Teams will be ranked within their tournament division by the total number of points obtained. In the event of a tie, final standings will be determined by the following criteria:

- a. Head to head competition – With 3 or more teams tied, all teams must have played each other and there must be an obvious winner. If not we skip Head to Head and go to Most Wins
- b. Most wins
- c. Goal differential (5 goal maximum differential for a single game) involving only the tied teams, if all tied teams have played one another.
- d. Goal differential (5 goal maximum differential for a single game) in all games.
- e. Fewest goals against in games involving only the tied teams
- f. Fewest goals against in all games
- g. Fewest penalty minutes
- h. Coin toss

- **Tie games/Tie breaking procedures**

Each team will receive one point for a round-robin game that is tied at the end of regulation play. There will be no overtime periods for Consolation Games if tied at the end of regulation play.

If a semi-final or championship game ends in a tie the following tie-breaking procedure will be followed:

- a. 5 minute sudden death overtime period (4 on 4, plus goalies)
- b. Shootout (5 players/team – each player may only shoot once) – most goals wins
- c. If shootout ends in tie, sudden death shootout until winner is decided (each team must continue through their roster until all players have taken a shot. If the shoot-out is not decided, players will continue to shoot in the same order as their first shots.)

Additional Explanations for Tournament Standings Tie-Breakers

If multiple teams are tied, as we move down the list of tie-breakers, we will never move back to the top of the tie-breaker list. For example, if three teams are tied and head-to-head and most wins do not settle the tie, but goal differential between the tied teams decides a winner, ties between the remaining teams will be decided by moving down the list to goal differential between all teams, fewest goals against, etc.

Head-to- Head Tiebreakers: With three or more teams tied, it will be very unusual for the head-to-head tie-breaker to apply. All tied teams must have played each other and there must be a “obvious winner” of the tiebreaker. One exception to this case is if three teams, Teams A, B and C are tied, and Team A has defeated both Team B and Team C, Team A would win the head-to-head tie-breaker whether Teams B and C have played each other, or not. If Teams B and C have played each other and are still tied, the team that won the head-to-head match-up between teams B and C will advance. If Teams B and C have not played each other, we would move to the goal differential tie-breaker.

Goal Differential Between Tied Teams: If three or more teams are tied and if all of the tied teams have played one another and the Head-to-Head and Most Wins tie-breakers do not provide a winner, goal differential involving only games between the tied teams will apply. If Teams A, B, and C are tied and all have played each other and either the same or different other opponents, only the games between “A and B”, “A and C” and “B and C” will be used to calculate goal differential between the teams. The team with the greatest goal differential will advance. If all tied teams have not played each other, then the next tie-breaker, goal differential in all games will decide the winner.

Fewest Goals Against Between Tied Teams: If three or more teams are tied and if all of the tied teams have played one another and the Head-to-Head, Most Wins and Goal Differential tie-breakers do not provide a winner, fewest goals against involving only games between the tied teams will apply. If Teams A, B, and C are tied and all have played each other and either the same or different other opponents, only the games between “A and B”, “A and C” and “B and C” will be used to calculate goals against for each team. The team with the fewest goals against will advance. If all tied teams have not played each other, then the next tie-breaker, fewest goals against in all games will decide the winner.