



2024 35th Annual Simsbury Youth Hockey Holiday Invitational Tournament Rules

General Rules

This is an invitational tournament and we have brought teams together that can compete favorably. Under unusual circumstances, a team may be disqualified if the tournament committee discovers that there was an unfair advantage or misrepresentation of that team's level or ability.

No protest of the Referee's judgment will be allowed. Other protests, or rule violations must be referred to the tournament committee immediately and their decision will be final. Please note, the Connecticut Hockey Conference ("CHC") has adopted a "Zero Tolerance Policy" concerning verbal abuse of referees, coaches, players, and ice attendants.

Cancellation Policy

All sales are final. If a team withdraws from the tournament for any reason at any time, they are still responsible for the outstanding balance on their account UNLESS they can find a substitute team of the same age class and division to take their spot no less than 2 weeks (14 days) before the tournament start date of December 27, 2024.

Operational Rules

1. The tournament will be played under USA Hockey rules.
2. SYHA will furnish a timekeeper and scorekeeper for each game. Score sheets will be provided by SYHA.

3. At the conclusion of each game, a coach from each team must come to the Score Box to verify the information on the official score sheet and sign the score sheet.

a. Only the official score sheet will be used for calculation of points earned and game statistics.

b. If a coach fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations.

c. SYHA will retain the white copy for official tournament use and calculations.

d. SYHA will forward copies of the game sheet to CHC (as necessary).

4. The team listed first on the schedule is the HOME team and should wear white or their light jersey color. Please bring both jerseys to each game, should last-minute changes be required.

5. Coaches are responsible for picking up the locker rooms after each game.

6. At ISCC and Simsbury Farms there are four locker rooms and a rotation will be appropriately scheduled.

7. Anyone on the bench, besides the coaches, must wear helmets.

8. We intend to play three 12-minute periods for all levels for regular play games. 15-minute championship games for Pee Wee and Bantam divisions. The SYHA Rink Manager at each rink will let the referee know how much time is available and will make the decision if period time modifications are necessary.

9. There will be one time out per team for semi-final and championship games only.

10. All players must have legal equipment. Mouth guards are required at Pee Wee and Bantam levels.

11. All teams should be ready to take the ice for warm ups a minimum of 5 minutes before their scheduled game time. A 3-minute warm-up period will be provided for each team that is prepared and ready to take the ice on time.

12. All Teams should be prepared and ready for their game to start up to 15 minutes prior to the published game time. Starting times may be adjusted, without prior notice, to take advantage of available ice time and manage the overall tournament schedule. Game start times are set, and may only be adjusted, at the sole discretion of the Tournament Director.

13. Each team will be allowed to supply one ADULT volunteer to manage their team's penalty box during EACH of their team's games. This adult may be a rostered coach who is not on the bench, but may NOT coach from the penalty box.

14. Official tournament game results will be available on the SYHA website. Results that will be updated as results come in through each day.
15. Play will occur in a round robin format, with each team playing three games. At the end of round robin play, the two teams with the highest point total will advance to the Championship game.
16. MERCY RULE: (Running clock will begin once we hit a six-goal differential). The maximum goal differential that will be recorded for tournament purposes is six (6). Meaning, if a team wins 10-2, that game will be recorded with a final score of 8-2, reflecting the six-goal maximum differential.
17. A game, which is forfeited, will be officially recorded as a 0-6 loss for the team declaring the forfeit. The opposing team will be credited with a win and receive 2 points in the tournament standings.
18. There will be no overtime periods, except during Championship games.

19. PENALTIES

<u>Mite and Squirt</u>	<u>Pee Wee and Bantam</u>
1 minute for a minor	1 minute for a minor
3 minutes for a major	5 minutes for a major
6 minutes for misconduct	10 minutes for a misconduct.

20. Tournament Director will have full authority to determine placement of a team in a respective bracket.

21. GAME MISCONDUCT and MATCH PENALTIES:

- a. Any Player who receives a GAME MISCONDUCT penalty (Major + Misconduct is a Game Misconduct) will be suspended from the balance of the game and suspended from the next scheduled tournament game. Any player who receives a MATCH PENALTY will be suspended from the remainder of the game and from ALL remaining tournament games. Suspended players will not be permitted on the bench.
- b. Any Coach who receives EITHER a Game Misconduct OR Match Penalty will be suspended from the balance of the game and from ALL remaining tournament games. This suspension includes being in attendance at ANY tournament game or being at the rink site in any capacity including as a spectator.

- c. Any other sanctions as imposed by CHC or USA Hockey will be administered under the standard protocols of those organizations.

Division Winning and Tie Breaking

At the end of round robin play, the 2 teams with the highest point totals will advance to the Championship game for the Division. Game Point System: Win = 2 points, Tie = 1 point, Loss = 0 points

Tie Breaking Rules to Determine Standings Position

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tiebreaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process over again at step 1. (If all tied teams have not played each other, then proceed to step 2.)

Note: A team may go into the tie-breaking process having defeated another of the tied teams and still NOT advance.

If three teams are tied and after the tiebreaker establishes an order 1,2,3, then this will be the order used for advancement.

Step 1: The results of the head to head games played **ONLY BETWEEN THE TIED TEAMS** in the following order:

- a. Standings – Most Points
- b. Most wins
- c. Differential – For only these games - Subtracting goals scored against from goals scored, the positions being determined in order of the greatest surplus.
- d. Quotient – For only these games - Dividing the goals scored by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero (0). Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals scored”.

Step 2: If after applying the formulas of 1 a, b, c and d the tie still exists, the results of **ALL** the games played by the tied teams in the following order:

- a. Most wins
- b. Differential - For ALL games Subtracting goals scored against from goals scored, the positions being determined in order of the greatest surplus.
- c. Quotient – For ALL games - Dividing the goals scored by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero (0). Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals scored”.
- d. Most periods won – In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- e. Quickest first goal – The team that scored the quickest goal in round robin play shall be ranked highest.

Step 3: If the above procedure does not break the tie, positions for the purpose of advancement shall be determined by coin flip administered by the Tournament Director and witnessed by representatives from each tied team.

Championship Games

The team with the higher point total (ties broken by methods listed) will be the Home Team for the Championship games.

Ties during a Championship game will be broken as follows:

- a. 5-minute sudden death overtime period, with 4 skaters and 1 goalkeeper (4 on 4) will be played.
- b. If still tied after the overtime period, the tie will be broken with a shootout as follows:
 - 1. Each team will designate 5 shooters.
 - 2. The goalie that was last in the game during the preceding overtime period must initially represent their team in the shootout.
 - 3. Teams will alternate shooting on the opposing team’s goal until all 5 shooters for each team have attempted a shot. The Home team will shoot first.
 - 4. The team that scores the most goals during the shootout will be the winner of the game.

5. If the shootout ends in a tie, each team will designate one new player (replacing one of the original 5 shooters) and the shootout process will be repeated until a winner is determined.

6. Teams may change their goalie (with the exception of an injury situation) only after a completed shootout round (5 shooters from each team)

Rules for Mite Division

1. 24 Minute Periods
2. Puck drop at start of period and at 2 minute line change
3. Players are to play the puck out after the opposing team scores
4. In case of tie in championship or semi, there will be a 4 min OT followed by a shoot out.
5. If a player is being aggressive and not playing the puck the player may be removed from the ice for one shift.