



Tournament Rules

1. **Participation:** The 2022 Capital City Freeze Tournament (CCFT) will only permit USA Hockey teams to participate. Each team must provide the CCFT Committee with proof of such registration, including individual team members registered during the registration period prior to the opening round games. Birth certificates should be available, if requested, to avoid forfeit of the game. The CCFT Committee will check all necessary documents prior to each team's first game. Any variation from credentials will result in team or player not playing based on decision of the CCFT Committee.
2. **On-Ice Officials:** Only USA Hockey registered officials will serve as officials in tournament games. All referee decisions are final.
3. **Play of the Game:** The tournament will run all games according to USA Hockey Playing Rules, as amended by Missouri Hockey Youth Division Rules and Policies.
4. **Scorebook:** The CCFT Committee and its appointed workers will keep the official scorebook. Only members of the CCFT Committee and volunteer workers may enter the scorekeeper's box.

5. **Team Roster:** Each team will furnish team roster stickers to the operations desk prior to the start of their first games. A team may have a maximum roster of twenty (20) players. A team may not have more than four coaches on the bench and all coaches will be properly credentialed with USA Hockey. The tournament does not allow any other adults or youth on the bench.
6. **Home Team:** All teams listed on the schedule as the home team (or team listed first on the schedule) will wear white or light-colored jerseys for the game. If a team has only one jersey, please notify the Tournament Director prior to the start of the tournament.
7. **Locker Rooms:** The team manager or coach should report to the Nelson Center desk forty-five (45) minutes prior to the scheduled game time to receive their locker room keys. Coaches/Managers must be willing to exchange car keys for the locker room key to ensure its return. Each team must be in their locker room thirty (30) minutes prior to the scheduled start of the game. Please keep all locker rooms clean. Team management is responsible for any damage to a locker room or any part of the facility. The CCFT committee will not allow players damaging any part of the facility to continue playing in the tournament. The arena supervisor will inspect the rooms immediately after the team has cleared out of the locker room and if the locker room is in satisfactory condition, the arena supervisor will return the coach's/manager's keys.
8. **Game Format:**
 - a. **Periods of Play:** Each game will consist of three (3) 12-minute stop periods, but no more than one full hour in total to complete a game (see 8f). Facility staff will resurface the ice prior to the start of each game during the tournament. Each team will be allowed one (1) timeout per game of one (1) minute in duration.
 - b. **Mercy Rule:** A "mercy rule" will apply in pool play games as follows: If seven (5) or more goals separate the teams at the end of the second period, or at any time in the third period, running time will commence and will revert back to stop time if the goal differential falls below seven (5). During the running clock, the clock shall stop for goals, injuries, assessment of penalties and during uneven strength play. The "mercy rule" will not apply to Consolation or Championship games.
 - c. **Overtime:** Pool play games will not have an overtime period; the game will end in a tie and each team will receive one (1) point. Consolation and Championship games ending in a tie will play a five (5) minute overtime

period. If an overtime period results in a tie, a shootout shall determine the winner.

- d. **Shootouts:** Each team shall select a goaltender and three players for the shootout. The first player on the visiting team shall shoot first, followed by the first player on the home team, and then alternating between the two teams until all six players have attempted to score. The team with the most goals shall be the winner. If six players attempt to score in a shootout and the shootout ends in a tie, then each team will select one player at a time as needed, who did not participate in the previous shootout, and continue to alternate attempts until one team scores unanswered. If every player on a team, excluding the goaltenders, has attempted to score and no winner is determined, players may go a second time. If a goaltender sustains an injury during the shootout, the head coach may select a replacement goaltender, but the injured goaltender may not return to play for the duration of the shootout.
- e. **Early Game Start:** Teams must be ready to play ten (10) minutes prior to their scheduled game time and/or as the referee calls the players to center ice. If not ready, the team may be assessed a one minute-thirty second (1:30) penalty for delay of game. If a game ends with the mercy rule in effect, the subsequent game will start immediately after the facility resurfaces the ice.
- f. **Dropping the Clock:** When the wall clock shows that there are five (5) minutes remaining until the scheduled completion of the game, the on-ice official shall direct the off-ice official (timekeeper) to reset the game (scoreboard) clock to two minutes (2:00) stop time and the game shall proceed.

9. Rules of the Game:

- a. **Penalties:** Minor (1:30) Major (5:00) Misconduct (10:00)
- b. **Fighting:** Players will be out for the remainder of the game and tournament, and the on-ice official will add a five (5:00) minute major.
- c. The tournament will report all game suspensions in writing to the player's respective association for further disciplinary action should it be required.
- d. Penalties accumulated by player and coaches per game will be enforced as per USA Hockey Governing Rules.
- e. Upon completion of each game, both teams will line up at center ice, exchange handshakes and immediately clear the ice through separate doors.
- f. **Icing:** As per USA Hockey Governing Rules.
- g. **Coincidental Penalties:** As per USA Hockey Governing Rules.

- h. High Stick Rule:** As per USA Hockey Governing Rules.
- i. Checking from Behind:** As per USA Hockey Governing Rules.
- j.** Improper behavior by anyone will result in the removal from the arena and/or tournament. Any abusive language or conduct towards game officials by players, coaches, managers, or parents will result in a minor penalty plus a game misconduct. If occurring after the end of a game, that player/coach will be out for all of the next game.
- k.** Coaches or team managers must provide the tournament with a properly certified team roster during the registration period prior to their first game. Rosters, once submitted, are final. Team managers and coaches should have birth certificates in their possession and the CCFT Committee reserves the right to verify a player's birth certificate at any point in the tournament.

10. Ranking Teams/Tiebreakers: All wins shall count for two (2) points, ties for one (1) point, and a loss for zero (0) points. The two teams in each division of play with the most points in pool play will play in a championship game if they have not met the guaranteed minimum number of games for the tournament. The two teams with third and fourth most points in pool play will play in the consolation game if they have not met the guaranteed minimum number of games for the tournament. In both the championship and consolation game, the team with the higher point total shall be the home team. The following tiebreaker formula shall apply in the order shown:

- a. Head-to-Head**
- b. Most Wins**
- c. Net Goal Differential**
- d. Least Goals Allowed**
- e. Most Goals Scored**
- f. Lowest Total Penalty Minutes**
- g. Coin Toss**

11. Hotels: All teams are permitted to choose accommodations at their discretion. The CCFT Committee will provide a list of recommended hotels; however, the final decision will be determined by each team.

12. Insurance: Each team must provide its own insurance coverage. The tournament, its officials, the arena facilities, and all personnel connected with it are not liable for any injuries sustained during tournament play. Each team should bring verification of insurance coverage and will not be permitted to play without proof of insurance.

13. **Decisions:** The CCFT Committee's decision will be final in all matters not covered above.
14. **Safety:** Each team is required to have a first-aid kit on the bench during games.