

KINGS KUP TOURNAMENT RULES AND 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.
- At sign-in, each team must provide; a copy of the roster bearing the seal of the sub-registrar, proof of team registration with USA Hockey.
- 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 that game.

Tournament Format and Issues

- The competition format will consist of a 2 game seeding round followed by a third game or a semifinal game, depending on seed placement, then a championship game. The home team is listed first on the schedule and will wear light or white colored jerseys, no exceptions
- The home team for the third and fourth rounds will be determined by the Tournament Director in advance of the scheduled game time
- 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 (1) 1-minute time-out per game
- A two (2) or less goal lead or a tied game during the last 2 minutes of the third period 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 TWO (2) minutes for minor penalties
- FIVE (5) for major penalties
- TEN (10) minutes for a misconduct penalty
- 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 two games for each team, a game that is tied at the end of three periods is considered complete.
- In the event of a tie in subsequent games (except for the semi-finals and championship games), the teams are not to leave the ice. There will be a 3 man shoot-out. If the game is still tied then there will be a sudden death shootout until a winner is determined.
- In the semi-final 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 shoot-out, 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 two seeding round 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 seeding rounds shall be completed on a position by position analysis beginning with 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 both seeding (2) 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.
 6. In the event of a three-way tie, the order of finish will be based on tiebreakers #2-4 as stated above.

THE DECISION OF THE TOURNAMENT IS FINAL.