Clifton Park Youth Hockey Association Tournament Rules and Regulations

The following rules are subject to amendment by the Tournament Director at any time prior to the start of the tournament and a complete, updated set of rules will be sent to each participating teams' coach if any revisions are made.

USA Hockey rules will govern all play unless exception is noted herein. All Squirt and Mite games will consist of three twelve-minute periods. A four-minute warm-up period will be allowed prior to the start of each game. **Team coaches must have their players dressed and ready to play 30 minutes prior to start of published game times.** Games can be started up to 20 minutes ahead of scheduled start time should the prior game end early.

Due to ice availability, all games must end at the time published in the most recent official schedule. This requirement may mean that the game can consist of less than three full twelve-minute periods of "stop-time" play, in which case the timekeeper may convert to "running-time". Running time will be initiated when the total number of minutes left in the game equals the amount of time left until the game is scheduled to end. Tournament officials may waive the requirement to end a game on time, and may change beginning and ending times at their discretion.

This is a three game guarantee tournament and each team is required to play all three games. The format will be at the discretion of the Tournament Director based on the number of teams entered. The fourth game will be a championship game between the top two ranked teams determined by total points in the pool play. Any team failing to compete in all games will incur a \$1,000.00 assessment to be paid by their affiliated organization. Advancement to the championship game is determined by points awarded during play from the first three games. In the event of a tie, teams will be seeded using the Tie-Breaking Procedures outlined herein. The Tie-Breaking Procedure will be applied to determine which teams advance to the championship games and seeding for the championship game (if necessary).

Awarding of Points:

Two (2) points will be awarded for each game win One (1) point will be awarded for each game tie Zero (0) points will be awarded for each game loss

Tie-Breaking Procedures:

In the event of a tie between two teams having an equal number of points so that entry into the championship round cannot be determined by points alone, the following procedure will be applied: Begin with step 1 and proceed through step 6 to determine final teams.

In the event of a tie between three or more teams having an equal number of points so that entry into the championship round cannot be determined by points alone, the following procedure will be applied: Begin with step 2 and proceed through each step until one team clearly meets the criteria of the particular step being tested. That team will then advance. If, at any step, two teams remain tied, the results of head-to-head play determine the advancing team. If these two teams are still tied then the subsequent tie breaker steps are followed until the tie is broken and one team advances.

- 1. result of head-to-head play
- 2. total points of periods won or tied (Periods won -2 pts., Tied -1 pt., lost -0 pts.)
- 3. least goals allowed
- 4. most shut-outs
- 5. most shut-out periods
- 6. team with least amount of penalty minutes
- 7. coin toss

Championship Game Ending in a Tie:

Time permitting, a five-minute overtime period will be played in the championship game. The overtime period will be "sudden-death". If after the five-minute period the game is still tied, a shoot-out will be conducted. The shoot-out will consist of a round of five players from each team. All five players will shoot, and the score at the end will determine the winner. If still tied, a "sudden-death", one player from each team shootout will be conducted until the tie is broken (first five players may not shoot again until all remaining players on the bench, excluding goalies, have each had a turn to shoot). All championship tiebreakers are to be held at the discretion of the Tournament Director.

Mercy Rule:

The mercy rule will be enacted if a team is ahead by five (5) or more goals at the start of or anytime during the third period, at which time the clock will convert to running time. If the differential falls below (5) goals, the clock will revert back to stop time until a five (5) goal advantage is reached again.

Hotel Accommodations and Sponsors

A major part of CPYHA's ability to run first-class tournaments and keep our costs as low as possible is due to sponsors' support of our organization. CPYHA has negotiated rates with our hotel sponsors for your convenience.

The designated hotels for your tournament are listed on the Clifton Park Youth Hockey website. Contact one of these hotels directly to reserve the necessary rooms for your team. Please only make hotel arrangements after you have been notified of your acceptance to the tournament.

Additional Rules and Regulations:

- 1. All teams must designate a representative for the Tournament Discipline Committee. This designee must be someone other than a coach.
- 2. There are no timeouts in this tournament, with the exception of one (1) thirty (30) second timeout per team in the Championship Game.
- 3. Home teams are listed first on the schedule. The home team shall always wear light colored jerseys unless otherwise indicated by the Tournament Coordinator.
- 4. CPYHA reserves the right to change rules without notification prior to the start of the tournament. Stated rules are considered final at the start of the first tournament game.

Notes:

- If, in the judgment of the Tournament officials, any player, coach, manager or spectator engages in a course of conduct which is not conducive to the safe and orderly operation of the tournament, tournament officials retain the right to disqualify a team and/or remove the offending party.
- •Teams damaging locker rooms will be charged the cost of repairs, as determined by the management of Clifton Park Arena.
- •Teams participating in the tournament acknowledge and give their implied consent and acceptance of these rules.

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