



## **BINGHAMTON JR. SENATORS 2008 ANNUAL THANKSGIVING TOURNAMENT**



### **Tournament Rules**

**Tournament Director – Steven Shelepak**

1. Coaches, Players, and spectators must remain under control. The USA Hockey Zero Tolerance rule will be enforced throughout the tournament.
2. All games are played under USA Hockey rules.
3. Officials will be required to maintain safe, sportsmanlike and positive atmosphere at all time.
4. All coaches will verify their team roster prior to their team's first game.
5. All teams may dress up to 20-players: 18 skaters and 2 goaltenders for each game.
6. Only players in uniform and the immediate coaching staff may occupy the player's bench area. No more than 4 coaches are to be allowed on the bench during the game. All non-skating, rostered players must be helmeted if on the bench.
7. Home team will be listed first on schedule and will wear light jerseys.
8. All teams must be prepared to begin play 30 minutes before scheduled game time.
9. Pee Wee Division will play 11, 11, 13 minute periods; Bantam Division will play 12, 12, 14 minute periods. Ice resurfacing will occur between games.
10. All periods are stop time with a maximum time of 75 minutes for both Pee Wee and Bantam Division (this includes warm up time). If the referee or the tournament director determines that the game will not be completed within the allotted 75 minute time slot, both coaches will be notified by the on ice officials if running time is to be used.
11. If time permits, all games will be allowed a 3-minute warm up period. The horn will sound at the end of the warm up period.
12. If any game has a 5 goal differential at any time during the 3<sup>rd</sup> period, running time will commence. If the goal differential becomes 2 goals, stop time will be resumed. During running time, the clock will stop for the following:
  - A. To set all penalties
  - B. If the official invites a coach to attend to an injured player.
  - C. If the official feels there needs to be a discussion with the coaches.
13. Penalties: Minor 1:30 minutes/Major 4:00 minutes/Misconduct 1:30 & 7:00 minutes.
14. Every team will supply one adult to work the penalty box during their team's game.
15. Each team will be allowed one (1) 30-second time out during each game.
16. Players who do not participate in at least 2 preliminary games are not eligible for the Championship or Consolation game.
17. No overtime will be played during the preliminary round. If a tie exists at the end of regulation play in the Championship or Consolation game, the following will take place:
  - A. After a three minute break, the teams will play one, 5-minute, 4 on 4, sudden death overtime period. The teams will defend the same goal they defended in the third period.

B. If there is still no score after the first sudden death overtime, the teams will have a shoot out. Each team will pick 5 players to participate in the shootout. Each team must provide their 5 man shootout roster to the official scorekeeper prior to the start of each game. The visiting team will shoot first and the teams will alternate shots. After each team has taken 5 shots, if the score remains tied, we will go to a sudden death format. No player may shoot twice until everyone who is eligible has shot. All players (excluding goalies) are eligible to participate in the shootout unless they are serving a seven-minute misconduct or have been assessed a game misconduct, gross misconduct or match penalty.

18. The two teams with the highest point totals after the preliminary round will play in the Championship game. The champion is the winner of the Championship game. The third and fourth place teams will play in the Consolation game.

19. Points and tiebreakers for entry into the championship games are as follows:

5 points total per game will be awarded as follows:

**Game:**

2 points for a game win

1 point for a game tie

0 points for a game loss

**Period:**

1 point for every period won

½ point for every period ties

**TIEBREAKERS** will be as follows:

1. Head to Head.
2. Fewest total goals against all games.
3. Highest goals for/goals against differential.
4. Most goals scored.
5. Least amount of penalty minutes.
6. Coin flip by the Tournament Director or his representative with one member of each team present. The team traveling the farthest distance to compete will call the toss.

In the event of a 3-way tie, tie will be broken as follows:

1. Head-to head results in games involving the tied teams only.
2. Highest goals for/goals against differential in games involving the tied teams only.
3. Most goals for in games involving the tied teams only.
4. Least amount of goals allowed in games involving the tied teams only.
5. Least amount of penalty minutes involving the tied teams only.
6. Blind draw-put all 3 teams in a hat and draw 2 teams to determine 1<sup>st</sup> and 2<sup>nd</sup> place.

20. A Player Discipline Committee shall be composed of one representative from each team. Prior to your first game, please notify the tournament director of your team's representative. The representative shall not be a coach or team manager. The Committee shall be responsible for deciding any action (suspensions) or otherwise to be taken against a player or team official receiving a match or game misconduct penalty. The Committee shall have the power to waive or increase the one game suspension imposed by Rule 404C Game Misconducts.

21. Decision of the tournament director or his appointed committee is final. No protests will be allowed.

22. The Southern Tier Hockey Association (STHA) will not assume liability for any injury that occurs during tournament play. The STHA is not responsible for any stolen equipment. Storage is at your own risk.