



Tournament Rules October Classic 2018

All USA Hockey Rules and Regulations apply except as noted otherwise herein.

All players, coaches, managers must be registered with USA Hockey for the current playing season and provide a USA Hockey official roster signed by their affiliate registrar. Only USA Hockey registered officials may officiate tournament games, unless approved otherwise. Only USA Hockey playing rules and age divisions may be used in tournament play unless approved otherwise. Travel Permits are required for any team from an Affiliate requiring travel permits and are required for all Canadian Teams. Tournament fees are due at the time of application. Once a team has received confirmation of acceptance, refunds will not be issued. There is no admission fee for spectators. Teams are required to leave the locker rooms in excellent condition and free of trash after games are completed. Please be out of the locker room no later than 30 minutes after your game is completed. Only players, coaches and team officials are allowed in the locker rooms or on the benches or bench area. All teams must follow all posted Century Link Arena and Idaho Ice World Arena rules at all times. Please bring your own pucks for warm ups.

Jersey color: Home – Light, Away – Dark

Bantam AA Division

The Bantam division has a 5-game guarantee with a 6th for the championship game. The division will consist of 10 teams with 2 pools. Teams will play each team in their pool. Following pool play, teams will be seeded and the top two teams in each pool will advance to the semi-finals consisting of cross-over games between the pools (A1 v. B2, A2 v. B1). The remaining teams in each pool will play a cross-over game for their 5th games (A5 v. B5, A4 v. B4 and A3 v. B3).

PeeWee AA Division

The PeeWee division has a 5-game guarantee with a 6th for the championship game. The division will consist of 6 teams, round robin play with each team playing one another. Following round robin play, teams will be seeded with Seeds 1 and 2 playing in the Championship game.

All Divisions

1. **WARM-UPS and BREAKS:** Teams will be permitted a 3 minute warm-up period prior to each game and a thirty second break between periods.
2. **TIME OUTS:** There will be NO time outs in pool play, round robin play. In the Semi-finals and Championship each team is allowed one 60 second time out.
3. **ICE CUTS:** Will not occur during games and will only occur between each game.
4. **TIME LIMIT:** Pool play and round robin play games are allotted 75 minutes. The Semi-finals and Championship are allotted 90 minutes. If during the game it is determined by the referee or scorekeepers that there will not be enough ice time to continue with stop time, running time shall commence for the remainder of the game. This will be strictly enforced!
5. All games will consist of three 15 minute stop time periods. If a 5 goal or greater differential exists at any time, running time will commence. Stop time will resume if the goal differential becomes 4 or less. Penalty times will not be adjusted for running time.

6. The standings shall be determined on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
7. TIE BREAKING RULES FROM POOL PLAY and ROUND ROBIN PLAY:
 - a. Head to Head. Head to head does not apply if 3 or more teams are tied.
 - b. Goal Differential. Goals for divided by the sum of goals for and goals against. $GF/(GF + GA)$. The team with the highest percentage advances.
 - c. Least goals allowed.
 - d. Fewest penalty minutes.
 - e. Quickest first goal.
 - f. Coin toss.
8. Semi-finals and the championship game cannot end in a tie. In the event of a tie at the end of 3 period in a semi-final or championship game, there will be a 30 second break and then a sudden death overtime consisting of 5 minutes run time played 4-on-4 with goalies. In the event that no team has scored during overtime, a shootout will determine the winner. The shootout will consist of 3 players from each team. Any player serving a penalty when the game clock expires will not be allowed to participate in the shootout. In the event the game is still tied after the first three shooters, each team will provide one shooter who has not yet participated in the shootout. No player may shoot a second time until every eligible player on the team with the fewest players has taken a turn. This will continue one-for-one until there is a winner.
9. Section Four (4). Penalties, of the USA Hockey Official Playing Rules shall govern the assessment of penalties. Each team shall provide a penalty box attendant for games at Century Link. That attendant must cross the ice to take position in the penalty box before warm-ups. At Ice World, given where the penalty boxes are situated, attendants are optional and coaches will be allowed to open and close the door. USA hockey rules apply for penalty box attendants as OFF-ICE officials.
10. Tournament Director may cancel any game in progress in any instance where he/she believes it necessary to protect the welfare of players or officials, extenuating circumstances which make continued play impossible/dangerous (such as a power outage) or because of prolonged delay from injury. In the event of such cancellation, the Tournament Director shall determine the result of the game for tournament standings.
11. Zero tolerance rules are strictly enforced for all coaches, players, parents and spectators.
12. Protests must be presented by the Team Manager to the Tournament Director. Judgment calls made by the ON-ICE officials are final and will not be overruled by the Tournament Director. Therefore, a call itself cannot be protested. However, a Team Manager may protest if a penalty issued for a call is not in accordance with USA Hockey rules. A Team Manager may also protest player eligibility. Tournament Director decisions are final.
13. All teams should be prepared to start their game up to 15 minutes early (except for first game of day). Any teams not ready to go onto the ice at the scheduled game time and/or up to 15 minutes ahead of the scheduled game time shall forfeit the game at the discretion of the Tournament Director. Teams are expected to play all of their games at their assigned times and locations. Forfeits will not be granted for inconvenient game times, locations or any other reasons not determined to be extraordinary by the tournament committee. Any team that forfeits a game without the prior approval of the tournament committee will be removed from the tournament with no refund of fees.
14. Championship hats will be awarded to the 1st place team.

Special Notice Regarding Zero Tolerance and Dangerous Play: Any player/coach who receives a game misconduct penalty under USA Hockey rules will be suspended for the next tournament game. Any player receiving a game misconduct for third man in (615d) or for physical interference with an official (601e3) shall be suspended for the next two tournament games.