



## CAHC Squirt/10U Travel Team Tournament Rules 2016-2017

### General:

- This is a USA Hockey sanctioned 10U tournament and all USA Hockey rules will apply unless otherwise noted below.
- The tournament will begin and end play according to the schedule designated by the tournament committee.
- Teams need to be ready to play 15 minutes prior to the scheduled time.
- The tournament committee reserves the right to amend these rules as it deems necessary.
- In the event of an injury or sickness, the tournament hosts, sponsors, officials or anyone else involved with the tournament **SHALL NOT BE LIABLE**.

### Registration and Credentials:

- Only four (4) people other than dressed players will be allowed on the team bench and must be listed on the application and roster.
- Credentials will be checked prior to each team's first game and may be checked at any time during the tournament.
- All players must be USA Hockey registered and all players must be listed on the team's official USA Hockey roster.

### Game details:

- All games shall consist of three (3) twelve minute stop clock periods. If the tournament officials determine that the schedule is in jeopardy, they may shorten the warm-up times and the two (2) minute breaks between periods.
- In the third period, the clock will run if the goal difference is five (5) or more.
- One (1) time-out will be allowed for each team in any game during the tournament. Each time-out shall be one (1) minute in duration.
- The home team manager (officials) shall inform the referee and head coach of the visiting team before the start of the game that there is a curfew time for each game. It shall be recorded on the official league score sheet and the head coaches and referees shall initial score sheet. At the end of the second period, the officials shall determine whether sufficient time remains to complete the game by the curfew time limit. If not, the third period shall be played under running time and shortened as necessary in order to accommodate the curfew time limit. If running time is initiated and the score is within a two (2)-goal differential, the final two (2) minutes of play shall be played with stop time.

### Tournament play:

- Each team will play three (3) games. Three (3) points will be given for a shutout with a win, two (2) points will be given for each win, one (1) point will be given for a tie, and zero (0) points for each loss.
- The top two (2) teams with the highest point total at the end of regular tournament play will play in the Championship game.
- If two (2) or more teams in the same bracket have an equal number of points, and if all teams tied have played head to head, their position in the standings will be determined by:
  - a) Previous head to head games. The winning team gets the nod.
  - b) Subtracting goals scored against from goals scored in all the tournament games played by a team; the team with the greatest number shall advance.

- c) Dividing the total goals scored by the total scored against in all tournament games played; the team with the greatest number shall advance.
- d) Dividing the total goals scored by the total goals scored against plus the total goals scored in all tournament games played by a team; the team with the greatest number shall advance.
- If all tied teams have not played head to head, then the tie shall be broken using tournament play rules b) through d) in that order. At any point that all remaining tied teams have played head to head, tournament play rules a) through d) will apply in that order. If after applying all of the above rules, a tie still exists, the tie shall be broken by a coin toss. In the event of a tie at the end of regulation play of the Consolation or the Championship games, the overtime rules (as described below) shall be followed.

#### Overtime:

- In the case of a tie in the Consolation or Championship games, a two (2) minute rest period will be allowed after regulation play. Play shall resume on a sudden death basis. Such overtime period shall be five (5) minute stop time unless terminated earlier by a sudden death goal.
- If still tied at the end of this time, the teams shall use a “shoot-out” procedure. This will involve each team selecting five (5) players who will alternate taking penalty shots. A toss of the coin will determine which team will take the first shot. If after five (5) players from both teams have completed the procedure and the tie has still not been broken, it shall be repeated with five (5) different players until the standings are determined.

#### Forfeits:

- With respect to the non-offending team, two (2) points shall be awarded.

#### Protests:

- These games are intended for fun, ice time experience for the players, and general overall development of hockey skills. The referees intend to do the best to assure a fair tournament.
- Protests must be submitted in writing to the tournament chairperson and will be reviewed by the Protest Committee. Protests must be submitted within thirty (30) minutes of the end of the protested game.
- Judgment calls by the referees cannot be protested.

#### Discipline:

- Should any player(s) or any team(s) willfully damage property in the facilities or rink, all costs for repairs or replacement shall be borne by the team(s) concerned. Arrangements for restitution shall be made immediately with the rink management.
- Infractions of above rules will be given to the tournament director for a ruling for possible disqualifications from the tournament.

#### Equipment:

- It will be the home team’s responsibility to wear contrasting uniforms from the visiting team. Home teams will wear dark colors and visiting teams will wear light colors.
- Mouth guards are required at this tournament and will be strictly enforced.

#### Awards:

Team awards and individual awards will be given as designated by the tournament committee.