

# 10U/12U WINTERFEST

## TOURNAMENT RULES

December 8-10, 2023

### Team Check-In

- A Team Official (a Coach or Manager listed on team roster) is required to report to the tournament desk at least 20 minutes prior to every game time to verify the game sheet (Tournament HQ is located off of the lobby at Eagles Ice Arena).

### Tournament Rules

- USA Hockey Rules apply unless otherwise noted
- All tournament referees are certified by USA Hockey and are independent contractors scheduled through IEHOA (Inland Empire Hockey Officials Association).
- Mouthguards are required for all US players, and neck guards are required for all Canadian players.
- Each Head Coach needs to check in at Tournament HQ located in the Spokane Jr. Chiefs Office (located off of the main lobby) at least 20 minutes prior to EACH game.
- Home teams will wear light jerseys and Away teams will wear dark jerseys.
  - If any team does not have 2 sets of jerseys, or a conflict with jersey color occurs, changes can be made with the agreement of both coaches.
  - If further conflict with jersey color occurs, the visiting team will be provided pinnies to wear.

### Game Play

- Games will be played full-ice.
- **10U HOUSE DIVISION:**
  - Each game will consist of 3 run time periods, 15 minutes each in length.
  - If there is a goal differential of 3 goals or less with 5 minutes remaining in the 3rd period, the clock will convert to stop time
  - In the event the goal differential expands to greater than 3 goals, the clock will return to run time.
  - Gretzky rule applies – 3 goal limit per player, per game. Any subsequent goals scored by that player will not count and will not be recorded.
  - Mercy rule – score differentials of more than 6 goals will not be shown on the scoreboard, but will be recorded on the official scoresheet.
- **12U HOUSE DIVISION:**
  - Each game will consist of 3 run time periods, 15 minutes each in length.
  - If there is a goal differential of 3 goals or less with 5 minutes remaining in the 3rd period, the clock will convert to stop time
  - In the event the goal differential expands to greater than 3 goals, the clock will return to run time.

- There will be a 4 minute warm-up period before each game, as well as a 2 minute rest between periods.
- The ice will not be resurfaced between periods.
- Run time penalties:
  - Minor penalties during run time will be 3 minutes.
  - Major penalties will be 7 minutes.
  - If a penalty is assessed during running time and carries over into stop time play, the balance of the remaining time of the penalty will remain the same.
- Any fighting major will result in an automatic suspension for the duration of the tournament.
- Any player assessed a 5 minute match penalty will be ejected for the duration of the tournament.
- Each team is allowed one 30-second timeout per game.
- Teams will switch goals between periods.
- Delay of game penalties will be awarded if Official(s) feel a team is intentionally trying to run down the clock.
- All ties stand except for Semi-Final and Championship games.
- For each game, each Coach will receive a Heart & Hustle Player of the Game puck to award to the player from his/her own team that he/she feels best deserves it. These can be presented on ice, as time allows, or according to coach preference.

## Protests

- Any complaints or protests may be made only to the Tournament Director and by Head Coaches ONLY.
  - DO NOT APPROACH OFFICIALS ON/OFF THE ICE.
  - Off-ice issues pertaining to tournament organization and procedures shall be forwarded to the Tournament Director. The Tournament Director is responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action and any other procedural disputes. The Tournament Director will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of the Tournament Director are final.

## Final Pool Standings

- Total Points (2 points per win, 1 point per tie, 0 points per loss)
- The Tournament Director reserves the right to change opponents for all playoff games other than Semi-Finals or Championship games, in the event that teams will be playing each other for the second time in the tournament, or 2 teams from the same organization would be playing each other.
- Tie Breakers
  - Head-to-head (skipped if tie between 3 or more teams).
  - Goal differential (GF-GA). There will be a maximum differential of 8 goals per game counted toward this statistic.
  - Fewest goals against.
  - Most goals for.
  - Least penalty minutes.
  - Rock, Paper, Scissors by the Goalie Moms (best 2 out of 3).

## Championship/Semi-Final Game Tie-Breaker Format

- If a Championship or Semi-Final game is tied after regulation, there will be a 5 minute stop time, 4 on 4 sudden death overtime period.
- If still tied, proceed to a 3-person shootout (home team decides who goes first).
- If still tied, proceed to a 1-person shootout until a winner is determined.
- In shootouts, no player can shoot twice until all players have shot once.

## Damages to the Rink and Facilities

- Any person causing damage to any facility property will be fined commensurate with the damage and will be removed from the premises and/or suspended from all Spokane Jr. Chiefs tournament activities until the fine is paid in full.
- All persons are subject to prosecution to the fullest extent of the law.

## Locker Rooms

- LOCKER ROOM MONITORS are required at all times per USA Hockey and Spokane Youth Hockey policies.
- All teams must use the assigned locker rooms posted at both entrances.
- If a team would like to lock the locker rooms you would need to bring a padlock as these are not provided by the tournament.
- It is the team representative's responsibility to ensure that the locker room and the showers are clean (no tape, trash, food, or drink) prior to vacating the locker room.
- The team representative is responsible for all damage done to the locker room, showers, or the facility. Please exercise your own precautions to avoid the chance of property loss. • The Rink, Tournament Representatives, and Spokane Jr. Chiefs are not responsible for any loss or stolen items.
- Please remember that per USA Hockey rules, no cell phones or any other recording devices are allowed in the locker rooms.

## Zero Tolerance Policy

- USA Hockey Zero Tolerance Policy will be enforced by Tournament Director, Spokane Jr. Chiefs Staff, and/or Officials.
- There is zero tolerance for verbal abuse of any player, official, parent or spectator. In accordance with USA Hockey guidelines, tournament officials reserve the right to end any game.
- In addition, fighting, unsportsmanlike or abusive conduct by team officials, players or spectators will not be tolerated on or off the ice.
- Tournament officials reserve the right to remove any violator from the premises for conduct they deem inappropriate.
- Team representatives and/or coaches are responsible for the actions and behaviors of their players, parents, and fans.
- Offenders will have 3 minutes to leave the facility or their team will be penalized.