



8U Shamrock Showdown TOURNAMENT RULES March 8-10, 2024

Please contact either of the following with any questions either before or during the tournament:

- Brittany Davies / Tournament Director / 509.220.0518 / brittany@spokanejrchiefs.com
- Shelby Fitzgerald / 8U Age Group Coordinator / 509.964.5500 / shelby@spokanejrchiefs.com
- Crystal Kidd / 8U Age Group Coordinator / 509.496.1669 / 8uagc@spokanejrchiefs.com

All head coaches must acknowledge and agree to the tournament rules at <http://tinyurl.com/2024SSRulesAcknowledgement> prior to the start of their first game.

Tournament Rules

- USA Hockey Rules apply unless otherwise noted
- USA Hockey Zero Tolerance Policy will be enforced by tournament officials, Spokane Jr Chiefs staff, and/or on-ice officials.
 - There is zero tolerance for verbal abuse of any player, official, parent or spectator. 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.
- All tournament referees are certified by USA Hockey and are independent contractors scheduled through IEHOA (Inland Empire Hockey Officials Association).
- Mouth guards and neck guards are strongly recommended.
- 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 to confirm rosters and sign the scoresheet.
- 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.
- Home teams will wear light-colored jerseys, and away teams will wear dark-colored jerseys.
 - If any team does not have two 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.
- Goalies
 - For our Novice Division, we encourage teams to rotate players in goal (goalie stick, no full goalie equipment). We recognize that some Novice teams already have dedicated goalies and prefer to fully dress their goalie. This will be left to the coach's discretion.
 - For our Intermediate and Advanced Divisions, fully equipped goalies (quick-change pads and regular player helmet accepted) are required.

Facility Rules

- All alcoholic products are prohibited at Eagles Ice Arena for the duration of the tournament. Anyone abusing or bringing open alcoholic products into the building or parking lot will be asked to leave and the appropriate players / teams will be subject to disqualification and suspension from the tournament.
- 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.
- Spokane Youth Hockey is not responsible for claims against, penalties assessed, or damages caused by the tournament teams and their participants while staying at the local hotels. All team representatives are responsible for ensuring that all agreements, practices, policies, and restrictions of the hotels and their guests are fully understood. Ensure that all claims are settled prior to your departure from the hotels.
- Locker rooms
 - All teams must use the assigned locker rooms posted on the TV screens at both entrances.
 - If a team would like to lock the locker room, they will 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.
 - Eagles Ice Arena, tournament officials, and Spokane American Youth Hockey Association (SAYHA) 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 NOT allowed in the locker rooms.
- Banging on the glass on either rink or standing along the glass in front of the bleachers on Rink 2 is prohibited.
- Noisemakers (cowbells, horns, etc.) are not allowed in the lobby area.
 - Those using noisemakers in the on-ice seating area are asked to be courteous of nearby spectators.
 - All spectators are asked to remember that good sportsmanship demonstrated by all spectators is just as important as the behavior on the ice. The primary purpose of this tournament is to provide a positive and fun atmosphere for all participants.
 - Excessive and/or discourteous use of noisemakers may result in removal from the rink for the duration of the tournament at the discretion of tournament and/or on-ice officials.

Game Play

- 2 games at a time will be conducted on one ice surface.
 - Novice and Intermediate Divisions will play cross ice (width of ice).
 - Advanced Division will play ½ ice (half the length of the ice).
- Intermediate size nets (4'x3') will be used.
- Blue pucks will be used.
- Each game will consist of 2 run time periods, 24 minutes each in length.
- Horn will sound for shift changes every 2 minutes.
 - Teams will then go directly to face-off. In order to keep the game moving, the official will drop the puck as soon as one player from each team is in position.
 - Coaches are also permitted to change players on the fly if needed.
- There will be a 4 minute warm-up period before each game, as well as a 2 minute rest between periods.
- Each team is allowed one 30 second timeout per game, but the clock will not stop (due to the game on the other end of the ice utilizing the same clock).
- Games will be 4-on-4 plus goalies.
- Teams will switch goals between periods.

- If the goalie covers the puck, the official will toss the puck to the corner and teams will battle to win possession.
- 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 9 goals will not be shown on the scoreboard, but will be recorded on the official scoresheet.
- All ties stand except for Semi-Final and Championship games.
- As time allows, we will have a 3 puck shootout after each game.
 - Teams will line up and, at the signal of the official, take turns shooting on the opposing goalie.
 - If a goal is scored, the puck shall be left in the net.
 - If a goal is not scored, the player will bring the puck back to the next player in line.
 - First team to score 3 pucks will win the shootout.
 - The shootout is just for fun and will have no effect on team scores or standings.
- 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.

Penalties

- If a player gets a penalty (as determined by the on-ice official), they will be sent to the bench for the remainder of the shift.
 - Another player can take his/her place (teams will remain at even strength).
- If a player gets more than 3 penalties in a single game, they will be asked to sit for the remainder of the game.

Standings

- Total Points (2 points per win, 1 point per tie, 0 points per loss)
- 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.
- Due to an uneven number of teams in the Novice Division, one team (Spokane Taylor) was selected to play one extra game. Their second game on Friday (vs Winterhawks C) has been pre-selected to be the game that will neither count for or against Spokane Taylor in the standings. This game will count for Winterhawks C. In the event of a tie in the standings between Spokane Taylor and Winterhawks C, head-to-head tiebreaker will be skipped.
- 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
 - 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, 3 on 3 sudden death overtime period.
- If still tied, proceed to 3 person shootout (home team decides who goes first).
- If still tied, proceed to 1 person shootout until a winner is determined.
- In shootouts, no player can shoot twice until all players have shot once.