



MENTOR YOUTH HOCKEY
2018 ICE OF MARCH
TOURNAMENT
MARCH 16-18, 2018 | MENTOR, OHIO



ICE OF MARCH RULES AND REGULATIONS

REGISTRATION

1. All teams must be registered with U.S.A. Hockey or the Canadian Hockey Association. Team rosters cannot exceed 20 players (18 skaters and 2 goalies).
2. Only team players and up to four (4) team officials are permitted on the bench.
3. There is a minimum three game guarantee.
4. Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting other teams in terms of playoff status may be reviewed by the tournament director in order to determine which teams advance beyond preliminary round play. Also, use of ineligible players will disqualify team from remaining tournament play. All games played by the disqualified team will be forfeited (3-0 score recorded). No monies will be refunded.
5. Players and coaches should report to the arena at least 30 minutes prior to the start of their scheduled game in case tournament is running ahead of schedule. A team representative and/or head coach must sign in one (1) hour prior to each game. The score sheet must be filled out at this time (***Please bring roster stickers***). **Players do not have to sign in.**
6. A representative from each team must tend the penalty boxes and must be over 18 years of age.
7. No protests are permitted.
8. Team contacts should carry with them to all tournament games the following items:
 - A. USA/CHA CERTIFIED ROSTER**
 - B. TRAVEL PERMIT (IF REQUIRED BY TEAMS SANCTIONING BODY)**



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PLAYING RULES – SQUIRTS through BANTAMS

1. A zero tolerance rule for verbal abuse is in effect. For players; a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a player:
 - A. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
 - B. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any particular person.
 - C. Visually demonstrates any sign of dissatisfaction with any decision by an official.
2. For coaches/managers/trainers; a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a coach/manager/trainer:
 - A. Openly disputes or argues about any decision by an official (On-ice or tournament directors)
 - B. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any particular person.
 - C. Visually demonstrates any sign of dissatisfaction with any decision by an official including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.
3. U.S.A. HOCKEY playing rules for all games. All teams please note the following rules, especially teams from outside of the United States that may not be familiar or aware of some of them:
 - A. Any player receiving 5 penalties (major, minor, misconduct or any combination of these) in one game will sit out the following game.
 - B. Any team receiving 15 penalties (major, minor, misconduct or any combination of these) in one game will have their head coach sit out the following game.
 - C. **Tag up for Bantams (delayed off-sides). Pee Wee and Squirt/Atom will have automatic off-sides.**
 - D. Teams are required to wear all equipment mandated by their respective sanctioning body.



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4. **Any game misconduct results in an automatic one game suspension regardless of when the infraction took place during the game. In other words, if a player is ejected from a game, he/she must sit out their team's next game.**
5. Any player or coach receiving a match penalty or a gross misconduct will be disqualified from further tournament play. There are no exceptions to this rule!
6. Tournament directors reserve the right to take measures necessary to ensure completion of the tournament.
7. **Mercy rule: if 7 or more goals separate the teams at any time in the third period, running time will commence for the remainder of the game. Maximum goal differential attainable per game is +/-6**
8. **Teams must be prepared to begin a game up to 20 minutes ahead of schedule.** Failure to comply with this rule may result in the assessment of a two minute bench minor penalty. Tournament officials reserve the right to use their judgment in this case, especially if it involves a playoff game, missing goaltenders and/or a possible forfeit. **The tournament also reserves the right to not resurface if games are running behind schedule (usually this measure is only invoked under rare circumstances and only following a mite/novice or squirt/atom games).**
9. No time outs will be allowed in preliminary, **1 (one) time out per team will be allowed in semi-final or championship games.**
10. With respect to divisional standings; teams are awarded 2 points for a win, 1 point for a tie, 0 points for a loss. This is for preliminary round play only. **There are no points awarded for winning periods.**
11. Games may be called if in the judgment of tournament officials, continuing play is deemed to be not in the best interest of the tournament, participants, spectators, officials etc... **All games may be subject to curfew or changed to running time, regardless of the score, if one or both teams' on ice actions indicate that there is little interest in actually playing hockey.**

PERIOD LENGTHS: 12-12-12 MINUTES SQUIRT, PEE WEE & BANTAM DIVISIONS

Semi-final and championship games: period times will be same as above. If tied at the end of regulation play, the teams will play an additional 5 minute of sudden death overtime period. The overtime period will be played via a 4-v-4 format, 4 players plus a goalie per team. If teams are still tied after the overtime period, then a "shoot-out" will take place. The format for the "shoot out" will be as follows: team contacts will designate prior to the start of the game ten shooters to represent the team in the "shoot out".



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“SHOOT OUT” FORMAT (Semi-final and Championship Games)

1. The team manager/coach should indicate the order of the shooters by placing the numbers 1-10 next to the individual shooters names on the score sheet.
2. The "shoot out" will consist of individual round(s) of five shooters per team. If a team out scores its opponent in the first round or any subsequent rounds necessitated by a tie in the previous round of the "shoot out" then the game has been decided and no further rounds will take place. If the game remains tied after shooters 1-5 have completed their respective attempts to score, shooters designated 6-10 will then shoot. If still tied, this process will be continued indefinitely until a non-tie situation exists after the completion of a "shoot out" round.
3. To start any round in the "shoot out" process the shooter designated "1" will shoot first, "2" will shoot second and so on. The designated shooters from each team will start the “shoot out” process at the same time when instructed by the game officials.
4. Goaltender substitution once the “shoot out” process has begun is not permitted unless an injury occurs.
5. If a team has less than ten non-goaltender players on the roster, then the players assigned the lowest numerical positions in the first round (positions 1-5) will assume the "shoot out" positions that have not been assigned in the Second round (positions 6-10) due to a short roster that does not allow for the Entire second round of shooters to be filled. Shooter "1" of the first round will fill in the first vacated spot of the second round of shooters; shooter "2" will fill the second and so on.

PLAYOFF FORMAT (Semi-Final and Championship Games)

Please refer to tournament scoreboards or speak to a tournament representative in order to determine playoff format for each individual division. It is incumbent upon the team management to confirm with a tournament representative their final position in the standings and their playoff status before leaving the rink.

DIVISIONAL FORMATS

1. A four (4) team format will consist of one division. Each team will play the other three (3) teams in their division in a preliminary round of play. After the preliminary round of play, the two teams with the highest cumulative point totals determined by points awarded for wins/ties/losses, and if necessary “tie breakers” and “special exceptions”, will advance to the “Championship Game”.



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2. A six (6) team format will consist of two pools of teams. Pool A and pool B will have 3 teams each. Each team will play a crossover game with every opponent from the opposite pool. After each team has played the 3 crossover games, points earned based on win, loss, or tie will be considered to rank the teams within the pool to seed semi-final games. 3rd place teams will not participate in semi-finals. Semi-finals will consist of 2 games. Game 1 is pool A (1st place) vs pool B (2nd place). Game 2 is pool A (2nd place) vs pool B (1st place). The winner of each semi-final game will play for the championship. It is possible for a 1st place team after the pool play to lose in the semi-finals and not play in the championship game. Once the semi-finals start it is a single loss elimination scenario.
3. An eight (8) team format will consist of a "North" and "South" division of four (4) teams each. The first three (3) games will consist of the other three (3) teams in your respective division and then each team will be reseeded based on points and "Play-In"/Semi-Final" games will be determined. Seed 1-North will cross over and play 2-South. Seed 2-North will play 1-South. The winners of the two "Play-In"/Semi-Final" games will play in the Championship game.
4. In a three (3) team format: Each team will play all other teams in the bracket once. The team with the highest tournament point total after bracket play will advance to the championship game. The remaining two (2) teams earning the 2nd and 3rd highest tournament points after bracket play will advance to a semi-final. Upon completion of the semi-finals, of those two (2) teams, the team with the highest tournament points total will advance to the championship.

"TIE BREAKERS" (To Determine Playoff Teams)

1. "Head to head" competition. Direct play between two tied teams.
2. "Goal differential." The team with the greater goal differential (goals for minus goals against) will advance. The maximum goal differential attainable per game is six.
3. Least goals against.
4. Lowest total penalty minutes.
5. Coin toss

SPECIAL EXCEPTIONS

1. If all tied teams have not played one another, then "head to head" competition is not applicable and goal differential will be the first tie-breaker. The only exception to this rule is in the event of a three-way tie where one of the tied teams has defeated both the teams they are tied with, in points, after preliminary round play. For example: team "a", team "b" and



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team “c” are tied. Team “a” has defeated team “b” and team “c” in preliminary round play. However, team “b” and team “c” have not played one another. In this case, team “a” would advance because during preliminary round play they defeated both the teams that they are tied with, in points.

2. In a situation where three or more teams are tied and all teams have not played against each other and goal differential is used as the first tie breaker thus eliminating one or more of the tied teams, then the “head-to-head” tie breaker will take precedent if “head to head” conditions exist.
3. Three (3) tied teams - all three have played each other and have alternated victories. I.e. - “Team A” has defeated “Team B.” “Team B” has defeated “Team C.” “Team C” has defeated “Team A” If the fourth team in the division, “Team D”, has lost to opponents “A”, “B” & “C”. In this instance, goal differential involving games among tied teams only would be the first tie breaker used. Therefore, goal differential of “Team A” vs “Team B”, “B vs. C”, and “C vs. A” would be tallied and the team with greatest goal differential would advance. If still tied, tie breakers 3 and 4 would be applied in order using appropriate data from games among tied teams only.
4. If the fourth team in the division, “Team D”, has defeated opponents “A”, “B” & “C”. The team with the greater overall goal differential (goals for minus goals against involving all preliminary round games) will advance.
5. Any scenario not specifically covered by the above, will then be left to the discretion of the tournament director.

GUIDELINES REGARDING JERSEY COLORS

As a general rule of thumb, home teams wear light colors, visitors wear dark colors. If your team has two sets of jerseys, we strongly recommend bringing both sets to all tournament games. If a color conflict or dispute arises, the tournament director reserves the right to make the final decision.

SANCTIONING & ON-ICE OFFICIALS

All tournaments are sanctioned by USA HOCKEY. We are required to use U.S.A. HOCKEY carded officials and have them officiate only those games that U.S.A. HOCKEY has deemed them qualified to officiate.



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PLAYING RULES – Mites

The tournament rules listed above will apply to the Mite Jamboree, with the following additions and alterations:

1. There is a minimum 4-game guarantee.
2. Games will be played half-ice and full-size goals will be used. Two half-ice games will be played simultaneously, one at each end of the ice. Each team will share a bench with its opponent.
3. All games will consist of three 15-minute periods and consist of ten (10) ninety (90) second running clock shifts per period. The clock will stop and the buzzer will sound every 90 seconds for shift changes. The referee will pick up the puck while players change, and will toss the puck in the nearest corner to resume play. The clock will start after a shift change when the first of either two games begins play. There will be a 1-minute rest between periods.
4. Face-offs will occur only at the beginning of each period, and after a goal is scored.
5. When play is stopped due to the goalie controlling the puck...
 - A whistle will signal the attacking players to leave the zone, allowing the defending team to control the puck.
 - The attacking team must skate out towards the mid-point of the game area.
 - Once all the attackers have exited the zone, simultaneously, the attacking players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone.
6. There is no center ice (red) line, and therefore no icing or off-sides will be called.
7. All penalties will result in the player being removed from the ice for the remainder of the current shift. The referee will not blow the whistle, but will escort the player to the bench.
8. If a puck from one game enters the playing area of the other game...
 - The clock will continue running
 - The game that did not lose a puck will continue play
 - The referee will return the puck to the game that lost the puck, possession will be given to the team defending the zone closest to the middle of the rink, and play will resume



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without a faceoff (similar to when a puck is frozen by a goalie).

- No player may leave their playing area to enter the other game's playing area, under any circumstances
9. If an injured player causes a stoppage in play in one game, the clock will stop, and both games will stop until the injured player has been attended to.
 10. Scores will be posted.
 11. One (1) referee will be on the ice for each game (a total of 2 referees for two games playing simultaneously).

TEAMS/COACHES:

1. It is recommended that teams should be composed of eight to twelve (8-12) skaters and goalie.
2. Teams must start the game with a minimum of five (5) players (i.e. four (4) skaters and goalie).
3. Each team will play with four (4) skaters and a goalie on the ice at a time.
4. Goalies must wear full goalie equipment.
5. The Mite Division will use **"BLUE"** pucks.
6. No coaches will be permitted on the ice during the game, except for injuries or as requested by the referee.
7. It is the responsibility of the coaches to expedite the players getting on and off the ice during shift changes.
8. The Tournament reserves the right to determine ice cuts for the Mite/Novice Division. Ice cuts will occur no less than after every two game sessions.