



# ARCTIC BLAST TOURNAMENT

## 2010 TOURNAMENT RULES

**USA Hockey rules will apply ([www.usahockey.com](http://www.usahockey.com))**

All teams should bring HOME and AWAY jerseys. If you only have one jersey please inform the tournament director.

Home teams will be listed first on the game schedule and score sheet.

All tournament games shall consist of three (3), twelve-minute periods, with a one (1) minute intermission between periods. Squirt and Pee Wee divisions will have all periods being a regular "stop time" clock. Bantam divisions will have **the first period as a "modified running time" clock**, with the second and third periods being a regular "stop time" clock. "Modified running time" is defined as follows: The time clock shall remain running during stoppages in play except for the following:

When play is stopped due to an injury, an Official's time-out, a goal being scored, or a penalty being called, the clock will stop. It will start again on the ensuing face-off.

In the case of a penalty, stop time will occur for the duration of the penalty.

There will be no overtime except in semi-final and championship games. The semi-final and championship games will consist of sudden death 5-minute overtime. If no winner is decided, the sudden death overtime will be followed by a 5-man shoot-out. If no winner is decided each team will continue with a sudden death shoot-out in which no player may shoot again until all available players have shot.

Minor penalties will be 2 minutes; major penalties will be 5 minutes, and misconducts 10 minutes in length. Game misconduct penalties will be for the remainder of the game in which the penalty was incurred, and the entire following game. Any player or team official that receives a Match penalty will be removed for the remainder of the tournament.

Game reports will be filed with the appropriate USA Hockey district affiliate that the team is registered with. In addition, any game misconduct/suspension will also be reported to a player's home affiliate and club.

Each team will receive 2 points for a win, 1 point for a tie and 0 points for a loss.

No Timeouts, except **during a Championship game one 30-second timeout per team will be allowed.**

If a team is winning by five or more goals in the third period, "modified running time" will commence. "Stop time" will be reinstated if the margin becomes lower than five goals at any point of third period.

The Chesterfield Hockey Association and Hardee's Iceplex support USA Hockey's Zero Tolerance Policy. Disruptive players, coaches and spectators will be removed from the tournament.

In the event of a tie, the winner will be determined by using the following criteria:

Head to Head competition between teams that are tied.

Most number of wins – team with most wins advances.

Fewest number of losses – team with least amount of losses advances.

Goal differential – greatest positive number advances. (DIFFERENTIAL CAPPED AT 5 GOALS PER GAME).

Penalty minutes-team with the least amount of penalty minutes advances.

The tournament director, or his/her designee, will be the final arbitrator of any and all conflicts and these decisions will be final and NOT subject to appeal.

These rules are subject to change, modification or addition at the Tournament Directors discretion.

**\*PLAYER ELIGIBILITY: No player may have played in any of their home association's league games at a skill level higher than the tournament level in which the team is registering. If requested club registrars must provide a signed affidavit for verification**