



## Doritos Tournament Rules and Policies

1. All players must be registered with USA Hockey; it is the responsibility of the Head Coach and/or Team Manager to verify this and have the necessary paperwork if requested.
2. All USA Hockey rules shall apply, except where noted. Tournament Director reserves the right to modify & apply any rule/ruling for the betterment of the tournament and its participants.
3. Absolutely no fighting, taunting or abusive language will be tolerated from players, team officials, parents or fans during the games, in the facility or in the Hotels. Players & team officials will be assessed penalties in accordance with USA Hockey's **ZERO TOLERANCE** philosophy. Spectators guilty of the above will be asked to leave the facility.
4. **Any player or team official assessed a Fighting Major/Game Misconduct penalty will be suspended for the remainder of the tournament.** These suspensions shall be reported to the USA Hockey District and the home league of the player or team official. **NO EXCEPTIONS!**
5. **In the event that a team damages or destroys a locker room, a ten (10) Minute Major penalty will be assessed to the respective team for their next game.** This means that the violating team will skate four (4) on five (5) for the first ten (10) minutes of the next game that they play (includes Crossovers and Finals). There will be NO warnings!
6. Only team players & a maximum of four (4) team officials (must be on the roster) will be permitted in the player's bench and score box area.
7. Home team is expected to wear a light colored jersey and the visiting team is expected to wear a dark colored jersey. All players, including goalkeepers, in the 12 & under through Youth 18 & under age classifications are required to wear a mouthpiece. Connecticut teams are required to wear Neck Guards.
8. No Protests will be accepted. All decisions made by on ice official are final.
9. The Tournament is not responsible for any injury to players or team personnel.
10. Tag-up off sides only for the U14/U16/U18 divisions.
11. The maximum allowed goal differential per game is SIX goals.
12. Teams must be ready to play 15 minutes prior to their scheduled start time.
13. A team that forfeits a game for any reason, will receive a 6-0 loss.
14. Participating Teams & Players automatically forfeit their photographic & publicity rights.

### CLOCK

- Three (3) minute warm up period prior to each game.
- U10/U12 and under games-Three (3) 12 minute stop time periods. If there is a six (6) goal lead in the third period, running time will be applied (Maximum goal differential per game is SIX).
- U14/U16/U18 games-Two (2) 22 minute stop time periods. If there is a six (6) goal lead in the second period, running time will be applied (Maximum goal differential per game is SIX).
- Running Time-The clock will stop only to set a penalty and will be restarted at the next puck drop. Stop time will resume once the deficit goes under six (6).
- NO time outs in round robin play-A One (1) minute time out will be allowed per team in Crossover and Final games.



## PENALTIES

### **U10 & Under (and below)**

Minor = 1 minute

Major = 3 Minutes

Misconduct = 5 Minutes

### **U12 & Under**

Minor = 1.5 minutes

Major = 5 Minutes

Misconduct = 10 Minutes

### **U14 & Under (and above)**

Minor = 2 minutes

Major = 5 minutes

Misconduct = 10 minutes

## STANDINGS

Teams are awarded two (2) points for a win and one (1) point for a tie. No points are awarded for a loss. Standings are based on wins, losses and ties. Advancement to the Crossover round is based solely on points for victories and ties. In the case of two (2) or more teams being tied in the standings, these tie-breaker rules will be applied in the following order:

1. Head to Head (If multiple teams are tied and they have **not all** played each other, the head to head tie-breaker cannot be applied, move to #2)
2. Most Wins
3. Highest Goal Average (Determined by dividing the Total Goals For (Six Maximum per game) by the sum of the Total Goals For plus the Total Goals against ( $TGF \div (TGF + TGA)$ )
4. Fastest Goal Scored in the 1<sup>st</sup> Game of Tournament
5. Least Number of Penalty Minutes for all Round Robin Games
6. Coin Toss

In the event that three or more teams are tied, and one or more of the teams are eliminated as a result of any tie-breaker, the tie between the remaining teams shall be broken by following the procedure beginning with #1, and if necessary #2 through #7. Simply put, each time a team is eliminated the remaining teams will "take it from the top."

It is the responsibility of the team manager and/or the head coach to verify the tie-breaking results with the Tournament Officials.

## CROSSOVER (SEMI'S) & FINALS Overtime Procedures

If a tie exists after regulation time, a **five (5) minute three on three (3 V 3)** sudden death overtime period will be played (same penalty rules apply as in regulation play). Teams will switch ends for the overtime period. Manpower during OT will be adjusted to reflect the situation of the game, but at no time will a team have fewer than three (3) players on the ice. If a team enters the OT on a power play, manpower would be adjusted from 5 on 4 in regulation play to 4 on 3 for the OT. If a minor penalty is assessed during OT, the teams will play 4 on 3. If a 2nd penalty is assessed to the same team, the teams will play 5 on 3. After a penalty has expired, the manpower will be reset back to 3 on 3 at the next stoppage of play.

If a tie still exists after the overtime period, the teams will compete in a **three (3) man** shootout. Home team is granted the right to pick the order of shooting. Teams must exhaust their entire roster of skaters before any shooter can be repeated. All players are eligible to participate in the shootout unless they are serving a ten (10) minute misconduct or have been ejected from the game for any reason.