

2011 Coyotes Cup Tournament Rules

All tournaments will be played under USA Hockey rules with the following additions:

1. **Game Times** Mite, Squirt, Peewee, Bantam games will consist of three 14-minute stop time periods. Midget games will consist of three 17-minute stop time periods.
 - A. Each team will be allowed **one**- 60 second time out per game to be used at their discretion.
 - B. Teams will be allowed a four-minute warm-up period prior to each game and a one-minute break between periods. The ice will not be resurfaced between periods.
 - C. The tournament director or a representative of the director, after consultation with the referee, may cancel any game in progress in any instance where he or she believes it necessary to protect the welfare of players or officials. In the event of such a cancellation the tournament director or his/her representative shall determine the results of the game for tournament standings.
 - D. If at any time during the third period the goal differential reaches 8 running time will commence. If the goal differential becomes less than 8 running time will cease.

2. **Rosters**
 - A. Players must appear on the tournament roster 72 hours before the first game of your team. No players will be allowed to be added after that time.
 - B. Players may play on only one team in the tournament unless prior approval has been granted by the commissioner.
 - C. Players and coaches must be USA Hockey or Canada Hockey registered for the 2011-2012 season and must appear on an official USA Hockey 1-T roster or equivalent. A proper credentials check will be done for all teams prior to the start of the tournament.
 - D. Team rosters should consist of players that are normally rostered on that team for the 2011-2012 season. (No "ringers" or players from higher skilled teams)

3. **Tie Breaking Rules** Two (2) points will be given for each win. One (1) point will be given for each tie. Zero points will be given for a loss. The following tiebreaker formula will be used to determine the order of finish (seeding) after round robin play:

Two-way tie:

 - Head to head record between all teams with equal points.
 - Most wins overall
 - Overall Goal Differential (capped at a maximum of 6 per game)
 - Fewest penalty minutes overall
 - Quickest first goal scored in Tournament

Three (or more) -way tie:

 - Most wins overall
 - Overall Goal Differential (capped at a maximum of 6 per game)
 - Fewest penalty minutes overall
 - Quickest first goal scored in the Tournament

4. **Overtime** In the event of a tie at the end of regulation play in a designated quarter final, semi final, or championship game.
 - A. The teams shall not change ends.
 - B. A two-minute rest period will be allowed after which play shall resume on a sudden victory overtime basis. This overtime period will be a 5-minute stop time period unless terminated by a goal.
 - C. If still tied at the end of the overtime a shoot-out in accordance with the USAH Annual Guide will take place.

Before and After the Game

1. The home team will use light jerseys. If you do not have two sets of jerseys it is your responsibility to notify your opponent and the officials of any change.
2. The only persons allowed on the benches are eligible players in uniform and a maximum of **four-registered team officials**.
3. Each team is required to supply an adult penalty box attendant.
4. All players must wear all required equipment as approved by USA Hockey. **All peewees, bantams and midgets must wear mouth guards while on the ice.**
5. At the conclusion of each game, the coach or manager of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game or games. **The Tournament Committee will not over rule any on ice decisions. (Playing Rules) No hearings will be held for Game Misconduct Penalties.** The Grievance Committee will be considered the "Proper Authority" for any player or team official receiving a Match Penalty and will make a ruling regarding the continued participation of a player or team official in the tournament. All findings from any Match Penalty will be forwarded to the team's local governing body at the conclusion of the tournament.
6. The tournament commissioner has final authority on all matters pertaining to tournament operations and playing rules.

