

ARIZONA CACTUS CUP TOURNAMENT PROCEDURES, POLICIES, RULES AND REGULATIONS

January 13th - January 16th, 2012

I. PROCEDURES

1. All matters pertaining to team credentials, USA Hockey verification (IMR / Player Card) must be resolved with the Tournament Director prior to 4:00 PM MST, 1/13/2012. All team representatives are responsible for providing sufficient materials to verify USA Hockey registration and birth dates for all players.

2. All team representatives are responsible for checking-in at the Arizona Cactus Cup Tournament Information Center in the lobby of Peoria Polar Ice on Friday 1/13/2012 prior to 4pm. All pertinent tournament information regarding game results, team seeding, game and event schedule changes, tournament event information, suspension notices, and other items of importance will be available at this central location. Please visit check in desk prior to each scheduled game.

3. Off-ice issues pertaining to tournament organization and procedures shall be forwarded to a Tournament Directors.

The Tournament Directors are 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 Directors will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of Arizona Cactus Cup Tournament Directors are final.

4. All teams must use the assigned locker rooms posted at the information center or the video monitors. Locker room keys are available from and must be returned to the Check-In center. Keys may be picked up forty-five (45) minutes prior to your game time. The team representative should be prepared to leave car keys when picking up locker room keys. It is the team representative's responsibilities to ensure that the locker room and showers are clean (no trash / tape / 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. Special note: Regardless of the precautions taken by the Tournament Staff and the Facilities Management to minimize the risk of items being stolen from locker rooms during the tournament, it can unfortunately occur. Please exercise your own precautions to avoid the chance of property loss. All wallets, cell phones, keys, watches, jewelry, cash and other valuables should not be left in the locker rooms. We suggest managers store these items for the players during the games.

5. All teams must be ready to begin play fifteen (15) minutes prior to the scheduled start time of each game. The scorekeeper will begin a three- (3) minute warm-up period when instructed by the on-ice official. The clock will begin regardless of whether skaters are on the ice. The game will start at the conclusion of the warm-up period. If a team is not ready to begin at that time, it will be charged a time-out. If a team is not ready to start at the conclusion of the time-out, the game will be forfeited (1 - 0).

6. ALL PLAYERS SHALL REMAIN OFF THE ICE SURFACE UNTIL THE ICE SURFACING MACHINE DOORS HAVE BEEN COMPLETELY CLOSED AND THE ON-ICE OFFICIALS ARE PRESENT. VIOLATIONS OF THIS RULE WILL RESULT IN A 2-MINUTE BENCH MINOR FOR THE OFFENDING TEAM ASSESSED AT THE BEGINNING OF THE GAME. All players shall exit the ice surface immediately after the center ice handshakes, unless otherwise instructed by the officials. All teams may have no more than four adult team representatives (including coaches) on the bench at any time. Any person on the bench area must be listed on the team's tournament roster or have prior approval from the Tournament Director. All "parents" are excluded from the bench area of any team at any time.

7. Any scratches for a game (player not dressing) must be reported to the scorekeeper prior to the start of each game. A copy of the score sheet may be obtained from the Information Center approximately 30 minutes after both teams have left the ice surface. Do not wait on the ice surface or approach the official scorekeeper looking for the score sheet. Each team representative is responsible for checking the accuracy of the score sheet. Report all discrepancies to the Tournament Director prior to leaving the facility. "Shots on Goal" are tracked by the Scorekeeper and listed on the all score sheets and score board when possible. The Tournament Directors will not adjust "Shots on Goal".

8. Home and visiting teams are indicated on the tournament schedule. Home teams shall wear their white or light colored jersey and matching socks. Visitors will wear dark jerseys and matching socks. (Each team must wear the assigned home or away colors unless otherwise instructed by the Tournament Directors. All jerseys must have a player number clearly displayed. That number must correspond to the player listed on the scorekeeper's roster. Home and Visitor benches are as indicated at the rink.

9. The tournament website is simply a tool to communicate information and results of games. Player scoring and penalties will be entered into the website directly from the official scoresheets. No changes will be made to the website player scoring section after entry from the scoresheet.

GENERAL DESCRIPTION OF BRACKETS

All division, bracket, competitive level placements and opponents are made solely at the discretion of the Tournament Director and are final.

II. POLICIES

1. All alcoholic products are prohibited at all Desert Schools Coyotes Center and Polar Ice facilities unless it is an approved Desert Schools Coyotes Center or Polar Ice function. Anyone abusing or bringing 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.

2. Any person causing damage to any Desert Schools Coyotes Center or Polar Ice facility property will be fined commensurate with the damage and will be removed from the premises and/or suspended from all Polar Ice Hockey Club Tournament activities until the fine is paid in full. All persons are subject to prosecution to the fullest extent of the law.

3. The Arizona Cactus Cup Tournament Committee and/or Polar Ice Hockey Club are 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.

4. There is zero tolerance for verbal abuse of any player, official, parent or spectator. The Tournament Directors reserves 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. USA Hockey Zero Tolerance Policies and Guidelines are clearly posted in all Desert Schools Coyotes Center or Polar Ice Facilities.

5. 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.

III. RULES AND REGULATIONS

1. Only players listed on the official Arizona Cactus Cup Tournament team roster may play in a tournament game. Any team using a player not properly listed on the team roster will result in a forfeit (1 - 0) of the affected game(s). Any team using a player suspended for any reason will forfeit (1 - 0) that game and the suspended player will be ejected for the remainder of the tournament. Suspended players may attend tournament games but are not allowed on the player bench area. **USA Teams, Your 2011-2012 USA HOCKEY OFFICIAL TEAM ROSTER must be brought with and presented on Friday January 13th 2012, between the hours of 7:00am – 4:00pm**

***Please note the following tournament requirements when you roster your team**

- All players and bench personnel must be listed on the official roster or supplemental
- All players on your roster must adhere to 2011-12 USA Hockey Age classifications
- You may not register any player on your tournament team who plays during the regular season at a higher level. (For example: currently registered Pee Wee AA players are not eligible to play on a Pee Wee A team for the tournament; a Bantam aged player who plays Midget during the regular season is not eligible to play on a Bantam team for the tournament; a Midget A player may not play Midget B for the tournament, etc). Exceptions to this policy may be granted after review by the tournament committee but must be disclosed prior to the tournament starting.
- No Player shall be rostered or eligible to play on more than one team in the Tournament. Unusual exceptions may be granted by the tournament committee if injury or other unforeseen circumstances should occur during the tournament weekend.
- All bench personnel must have current USA Hockey membership AND have achieved the USA Hockey minimum level of coaching education for the division in which he/she is coaching

2. Any match penalty will result in a tournament suspension. Any increase in a suspension for a player or coach above minimum requirements is at the discretion of the Tournament Director. Game misconduct penalties will result in a minimum one game suspension. Any player suspended from a game for the second time in The Arizona Cactus Cup Tournament, for any reason, can be ejected for the remainder of the tournament. The Tournament Director's decision is final. NOTE: "Checking from behind" can be a major penalty depending on the situation. In most cases it will result in a two minute minor and a ten minute misconduct penalty for the first offense. A second offense may result in a one game suspension.

3. Per USA Hockey Rules, all players, in Peewee, Bantam and Midget divisions of the Arizona Cactus Cup Tournament are required to wear mouth guards. This includes Goalies. A misconduct penalty will result from each infraction, after the team bench has been given a warning.

4. Helmets must be worn at all times during warm-ups, games, handshake line, and anytime in the player bench or penalty box area.

5. Penalty box monitors or attendants are allowed at all levels and mandatory at the Mite and Squirt levels. (Reminder: Penalty Box attendants must refrain from coaching and loud cheering while in the penalty box.)

6. All Tournament games are allotted approximately Sixty (60) minutes for A/B levels of Squirts and Peewees and Seventy-Five (75) minutes for Bantams, Peewee AA, Bantam AA and All Midgets. The scorekeeper will mark the official start time on the score sheet at the start of the warm-up period.

7. As per USA Hockey Guidelines, there will be NO CHECKING allowed in all Squirt and Pee Wee levels.

Mite A/B, Squirts A/B, Peewee A/B

(3) Fifteen Minute Stop-time Periods. (15-15-15)

Bantam A/B, Peewee AA, Bantam AA, Midget U16 A, Midget U16 AA, Midget U18A, Midget U18 AA

(3) Fifteen Minute Stop-time periods (15-15-15)

There will be a one (1)-minute break between each period.

The Tournament Directors reserves the right to impose curfew in order to maintain the tournament schedule.

Mercy Rule Exception: If in the third (3) period of the game the goal differential reaches six (6), the game clock will go to running time and will not stop for any reason other than at the discretion of the on-ice officials until the game ends or the goal differential is reduced to less than six (6). The game clock will not be stopped for goals scored, penalties, injuries, or any other reason while the "mercy rule" is in effect unless directed by the on-ice officials.

8. Each team shall be allowed no more than one (1) time-out during any tournament game. All time-outs will be forty-five (45) seconds in duration. Time-out is not allowed while running time is in force.

9. Points will be awarded in the following manner:

- Win 2 Points
- Tie 1 Point
- Loss 0 Points

10. All points earned will carry forward to determine seeding for the "Semi Final", "Championship" and "Consolation" Games.

11. The following tiebreaker formula will be used to determine the order of finish (seeding) after round robin play:

A tie is reached when 2 or more teams all have the same number of points after round robin play:

Two-way tie:

- a) Head to head record between all teams with equal points.
- b) Most wins overall
- c) Overall Goal Differential (capped at a maximum of 5 per game)
- d) Goals Against
- e) Fewest penalty minutes overall

Three (or more) -way tie:

- a) Head to head record between all teams with equal points (if three teams are tied, and One team has not beaten both of the teams... head to head does not apply)
- b) Most wins overall
- c) Overall Goal Differential (capped at a maximum of 5 per game)
- d) Goals Against
- e) Fewest penalty minutes overall

Penalty times for all divisions will be served as defined by USA Hockey. The following schedule will be utilized for tie breaking purposes.

- Minor - 2:00 minutes
- Major - 5:00 minutes
- Misconduct - 10:00 minutes
- Game Misconduct or Game Ejection - 10:00 minutes
- *Penalties during running or stop time are of the same duration.

12. All tournament "Championship" and "Semi-Final" games that end regulation in a tie shall use the follow process to determine a winner:

a) Sudden Death" tiebreaker – The "sudden death tiebreaker will be a series of two minute periods until a team scores. It will begin with two minutes of four on four. If at the end of this first two minute period no team scores, the buzzer will sound and the next two minute period begins with three on three. If no team scores during this second two minute period, the buzzer will sound and the next two minute period will begin with two on two. If the tie still exists at the end of this two minute period, the buzzer will sound and the next two minute period will begin with one on one. If no team has scored at the end of this one on one period, the game will move to a shootout.

Penalties will carry over into the overtime period. Any penalties incurred during this sudden death overtime period will result in an automatic penalty shot; not a player visiting the penalty box. Teams can change lines on the fly, on referee's whistle or at the buzzer.

b) If the tie still exists after the "Sudden Death" tiebreaker, a shootout to determine a winner as prescribed below:

- i) Each team will select five (5) players to participate in the shootout. If a player has time remaining on a penalty from the Sudden Death OT period, they are not eligible to participate in the shootout.
- ii) In the first round, players from each team will alternate shots, with the visiting team shooting first.
- iii) Players will start at center ice and will begin play at the direction of the referee. Goalkeepers must remain in their crease until the shooting player has started play by touching the puck.
- iv) Players are allowed one shot / shooting attempt only.
- v) After all ten (10) players have finished their attempts; the team with the most goals is declared the winner.
- vi) If, after all ten (10) players have finished their attempts, the game remains tied, each team will start the second round by selecting one (1) player who has not yet participated to take a turn. The shootout will proceed one player at a time; each team having an equal number of turns with the home team participating last in each round. One turn for each team constitutes a round. Only after all players listed on their game roster with the scorekeeper have participated may a player take a second turn. During the second round and beyond, the team that scores first, with the other team failing to score is declared the winner.

13. All referees are certified by USA Hockey and are independent contractors scheduled through the "IOA" (Independent Officials Association)

The Arizona Cactus Cup Tournament Director(s) shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action and any other procedural disputes. The competition directors will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of Arizona Cactus Cup Tournament Directors are final.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO ADD TO, AMEND OR REMOVE ANY ARIZONA CACTUS CUP TOURNAMENT PROCEDURE, POLICY, RULE OR REGULATION.