



The Grand Rapids Fall Freeze

Tournament Rules

- 1) All players must be on a certified USA Hockey roster to participate. Any player not on a certified USA Hockey roster will be disqualified from the tournament and ALL games played by that team will be forfeited. Managers must have a copy of the certified roster at all times as well as all REQUIRED USA Hockey paperwork for each player and coach participating.
- 2) All teams are guaranteed a minimum of 4 games with a maximum of 6 games. All teams must be ready to play 15 minutes before the scheduled game time if necessary. All teams will receive a 3 minute warm up period. Teams will be allowed ONE, ONE minute time out in the semi finals and final games only. No timeouts are permitted in any overtime period.
- 3) All games played for squirt travel will be 12 minute stop time and for peewee travel 14 minute stop time periods. If a team is leading by 5 or more goals in the 3rd period, the play will go to running time. Stop time resume when the goal differential changes to less than the 5 goals.
- 4) Penalties will be called using USA Hockey Playing Rules for all games. Game misconducts for players/coaches must be served in the game immediately following. The NO tolerance rule will be strictly enforced. Any fights during the tournament will result in immediate expulsion from the remainder of the tournament.
- 5) **Only head coaches** can present disputes to the tournament director. Protests must be in writing for review. No protests will be allowed for any referee decisions. All referee decisions made will be final.
- 6) Home team must wear a light colored jersey and the away team a dark jersey. If a team only has one set of jerseys they must notify their opponent ahead of time so they can wear the appropriate jersey color.
- 7) All players and coaches must sign in before the start of the first tournament game. ALL game sheets must be signed by the referees and the team's head coach.
- 8) Locker rooms are obtained at the rink concession stand. Keys must be turned in by a responsible parent or coach to obtain the locker room key. ALL teams are responsible for keeping the locker rooms cleaned . Any damage done to any locker room will be charged to the team.
- 9) Penalty boxes can be staffed by parents of each team. The tournament will not supply penalty box attendants. However, penalty box attendants are off ice officials and CANNOT coach or speak to the players while serving in this role. The tournament staff will provide timeclock and scorekeepers for each game.

10) Teams advancing to the championship round shall be the teams with the most points in their conference. The teams advancing to the finals will be determined by awarding points as follows: Win=2 points, Tie=1 point, Loss=0 points. There will also be 1 point awarded per period for the team that scores the most goals in the period. If there is a tie on number of goals scored or no goals scored, each team will receive a ½ point for the period. Championship game will be played to a win-loss conclusion, no ties.

Tie Breaker Rules:

If at the end of the Championship game a tie exists, the teams will be given a three-minute rest. They will then play a **five (5) minute 4 on 4** sudden death overtime period. If at the end of the five-minute overtime period a tie still exists, then a shoot out will be held in accordance to USA Hockey rules. **All teams must be ready to play 15 minutes prior to their scheduled game time.**

Tiebreak Rules: If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking formula. In order to break the tie at any division with the formula set forth, the tie must be broken as to all teams tied in this division.

1. The results of the games played between the teams tied, in the following order:
2. The points acquired with in the game.
3. Subtracting goals scored against goals scored in all games (3 games)
4. Dividing the goals scored in these games by the goals scored against, the position being determined by the greatest quotient.
5. If a tie still exist after the above than the team with the fewest penalty minutes wins the tie.
If a tie shall exist after the above two formulas have been tried, then we will flip a coin. The city name that is first, alphabetically, will call the toss.