



MHD/RENEGADES INVITATIONAL 2012

MAINE HOCKEY DEVELOPMENT LLC

RULES and REGULATIONS

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The MHD/RENEGADES INVITATIONAL 2012 Tournament will operate in accordance with **USA Hockey Rules** unless otherwise described herein. *Rules and regulations are put in place to ensure the safety of all players and encourage sportsmanship and fair play.*

Coaches Conduct

Coaches are expected to maintain a professional and positive attitude at all times. Shouting at players or berating of officials will not be tolerated by MHD. **Officials will be instructed to maintain a Zero Tolerance towards our coaching staff.**

Coaches who are assessed a Game or Gross misconduct will be automatically suspended for the next game. A review by the officials, supervisors and tournament director will determine if additional punishment is required.

Parents conduct

Shouting at players, coaches or officials will not be tolerated by the MHD. It is the expectation of MHD that each teams coaching staff will deal with any negative behavior in a prompt and professional manner. A parent meeting to discuss expected behavior should be held before the teams first game.

Full Body Contact Full body contact will be allowed in these divisions.
Bantam

Mouth Guards and Neck Guards

Teams are expected to follow the normal requirements set forth by whichever governing body the players fall under during their normal playing season. ie: Hockey Canada or USA Hockey rules and or recommendations.



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Checking from behind

Any penalty assessed for checking from behind, which the referee deems to be unintentional will be a minor penalty plus a game misconduct. **If the penalty occurs during the last 5 minutes of the game, the player will sit out the following game.**

Any penalty assessed for checking from behind, which the referee deems intentional or causes an injury, will warrant a major penalty, a game misconduct and the player will automatically sit out the next game.

If in the opinion of the referee, there is intend to injure, a match penalty will be assessed. A review by the officials, supervisors and Tournament director will determine the length of suspension.

Game Misconduct

A player receiving a **game misconduct will automatically be suspended for the following game.** The only exception to this rule will be if a player receives a two-minute penalty and a game misconduct for checking from behind. (if it does not occur during the last 5 minutes of the game). Any player receiving a second game misconduct in the same tournament will be automatically suspended for an additional game (2 games).

Gross Misconduct / Match Penalty

Any player or team official assessed a gross misconduct or match penalty will receive an automatic 2 game suspension. Furthermore, the player or team official will not be allowed to play until granted permission from the Tournament Director.

Contact to the Head

A minor penalty plus a 10-minute misconduct shall be assessed to a player making deliberate contact to the head. If the referee deems that the contact causes an injury, the player will be assessed a major penalty and game misconduct.

This rule is intended to remove the checking with the hands, forearm, elbows and shoulder to the head area. **It is not intended to be substituted for contact over normal height of shoulder with the stick. It is not intended to be called if a player ducks or if there is incidental contact as a result of a legal shoulder-to-shoulder check. Contact with the head includes any area above the normal height of the shoulder.**



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High Stick Infractions

Officials will be instructed to strictly enforce any high stick infractions.

3 stick infraction penalties:

Any player receiving 3 stick infraction penalties in one game shall be ejected from the game.

4 minor penalties

Any player receiving 4 minor penalties in one game shall be ejected from the game.

Banging of sticks on boards at players bench

The banging of sticks at the players bench will not be tolerated. If this situation occurs, the referee will provide a warning to both teams. Any subsequent offence will result in a 2 minute minor penalty.

Entering onto the ice surface before Zamboni doors are closed

A minor penalty will be assessed to a team where a player or players enter onto the ice surface at the start of a game or period before the Zamboni doors are closed.

NOTE: This penalty can be called by an on-ice official or the Tournament supervisor.

Hurry-up face-off procedure

When the referee drops his arm to indicate that the home team may no longer make a player change, the linesman will blow his whistle signaling that the puck will be dropped within 5 seconds. If the centerman is not prepared to take the face-off, the center will be ejected.

Coaching staff on-ice

Coaches will not be allowed on the ice during the warm-up except at the Mite level.

Stick Measurement

No stick measurements will be allowed.

On-ice officials

The referee shall have a minimum of a level 3, with the exception of Mites where age 16 or older with a level 2 will be the minimum standard.

All officials are to be present in the rink 30 minutes before game time. Officials must be ready to officiate any game 15 minutes before scheduled time.



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Referee's Decision

A decision by a referee is final and not subject to protest.

Game Sheets

The supervisor will handle the game sheets. Copies of the game sheet will be provided to the coaches following each game. *As all game summaries will be posted on MAINE HOCKEY DEVELOPMENT website.*

Red Line

The red line **will not be in play for the purposes of the 2-line pass.**

Offsides

Tag up offsides will allowed at all levels

Slap shots

Slap shots will be allowed at every level.

Time Out

Each team will be allowed one 30 second time out per game.

Mercy Rule

The Mercy Rule will only apply during the third period. The clock will run non-stop if there is a difference of 7 goals or more. If the difference is reduced under the 7 goal margin, the clock will return to stop time. The clock would resume non-stop operation if the margin subsequently reaches 7 goals. The scoreboard will not show differences of more than 7 goals. Subsequent goals will be recorded on the game sheet.

NOTE: To avoid teams the incentive of running up a score a maximum difference of 7 goals to the final score (goals for and against) would apply in the determination of the finishing positions for both teams.

NOTE: No time outs will be permitted during the mercy rule.



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GAME FORMAT

WARM UP

3 minutes

DURATION OF GAMES

All Divisions

One 12-minute and two 15 minute stop time periods.

ICE RESURFACING

All Divisions

Ice resurfacing after 2 periods.

NOTE: Teams must be prepared to start any Tournament game 15 minutes prior to scheduled start time.

OVERTIME

Games will revert to overtime only on Championship Day. The overtime will be used, if necessary, to decide the outcome of the bronze and silver/gold medal games.

Overtime Format - Stop time

- 3 minutes; 6 players per side.
- 3 minutes; 5 players per side.
- 3 minutes; 4 players per side.
- 3 minutes; 3 players per side.
- 2 players per side until the winning goal is scored.

NOTE: Players can be replaced during this overtime format.

Penalties

If the game remains tied after the first 3 minute overtime segment (6 players per side) the following would occur when a penalty is called;

The team receiving the power play will add one player. The penalized team will not remove a player. Upon serving his penalty, the player will return to the ice. Teams will play with additional players until a stoppage in play. Teams will remove one player each at resumption of play.

Example: Penalty called while teams are playing 4 on 4: It would become a 5 on 4 Power Play.



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TIE BREAKER

The order of finish will be determined by the following system:

If 2 teams are tied

1. Winner (best record for Series) of the game between the two teams
2. Goals for and against ratio (percentage) during all games in round robin play. (Goals for divided by goals against).
3. Best Plus / Minus during all games in round robin play (goals for minus goals against)
4. Goals for during all games in round robin play
5. Goals against during all games in round robin play

If 3 or more teams are tied

1. Team that has won both games (best record for Series) versus the other tied teams.
2. Goals for and against ratio (percentage) during all round robin play. (Goals for divided by goals against).
3. Best plus / minus during all games in round robin play.
4. Goals for during all games in round robin play.
5. Goals against during all games in round robin play.