

GRAHA TOURNAMENT RULES

1. Each team must be registered with USA hockey or C.A.H.A. Each team must provide the Tournament Committee with proof of such registration, including individual team members so registered, prior to participation in the first game of the tournament.
2. **USA HOCKEY RULES:** as modified by MAHA for the classification involved- and subject to tournament rules- will govern all players, coaches and fans.
3. All games will be played at the IRA Civic Center and any additional games will be played at Hodgins-Berardo Arena in Coleraine. The IRA Civic Center and Hodgins-Berardo Arena are not responsible for any accidents or injuries.
4. Only USA Certified Referees will be used, Referees decisions are final, with no protest allowed. Penalties will be assessed for violations. Our association is very firm on this policy. We abide by the “NO TOLERANCE” rule and any disorderly conduct will be removed from the facility.
5. **MEDICAL ATTENTION** – A certified EMT technician or first responder will provide service at the arena during scheduled games.
6. **TEAMS:**
 - Teams are limited to twenty (20) players on the bench.
 - Team rosters, and proof of insurance must be presented by team officials upon check in before the first game. No team or player will be allowed to participate without complete credentials. A copy of the coaches CEP card needs to be present in the book or available at check in.
 - Bracket tournament, home team is top team listed in game pairings, and will wear white jerseys.
 - Round Robin tournament, home team is first team listed and will wear white jerseys.

7. Games:

- All Squirt and 10U Girls games will consist of three (3), fifteen (15) minute stop time periods.
- All Peewee, Bantam, Jr. Gold, 12U and 14U Girls games will consist of three(3), seventeen (17) minute stop time periods.
- The ice will be resurfaced after every two (2) periods of play for Squirt, Peewee, 12U Girls, 14U Girls, Bantams and Jr. Gold games.
- Girls 10U will be resurfaced after each game.
- Teams shall be ready to start 30 minutes prior to scheduled start time of game. There will be a five (5) minute warm up and a two (2) minute rest between periods.
- Each team must provide their own warm-up pucks.
- One (1) time out per game.
- In the event of injury, the clock will be stopped until play is resumed, or the tournament director will have final decision.
- If one team is ahead by six (6) or more goals in the third period, running time will be used until the margin is less than six (6) goals. This rule applies to all levels.
- In the event the game is running behind schedule, the decision to go to running time during the third period will be made by the tournament directors with notification to both benches prior to the start of the third period. The clock will be adjusted accordingly. The last three (3) minutes of the period will revert back to stop time. The decision to resurface the ice during the game will be made by the tournament directors.

Bracket Overtime play: If score is tied at the end of regulation play, there will be a two (2) minute rest followed by a five (5) minute sudden death overtime period. If the score is still tied after overtime, the game will be decided by a shoot out. Each team will select five (5) players to participate in the first shoot out round. Teams will alternate shooters with visiting team shooting first. The team with the most goals wins. If still tied after the shoot-out, each team will select five (5) different players to participate in sudden death shoot-out. Visiting team shoots first. First unanswered goal is the winner.

Round Robin Overtime Play: There will be no overtime in round robin non-medal games. Medal round games will use the same overtime rules as bracketed play.

8. **Round Robin Play:** Standings will be determined according to the following point system.

2 Points for a win.

1 Point for tie.

0 Points for a loss.

If two (2) or more teams have equal points, their position in the standings shall be determined by:

1. Head to head
2. Goals for minus goals against (larger difference is higher seed) in pool games
3. Fewest goals allowed in pool games
4. Coin flip

9. Play of the Game:

- All players must wear helmets, face masks and colored mouth guards. Throat protectors are strongly recommended.
- All game suspensions will be reported in writing to the player's respective association for further disciplinary action.
- In Bantams and below, should a player obtain five (5) penalties during the play of a game, the player will be ejected from that game and the next game.
- Junior Gold- should a player obtain three (3) penalties in one game, the player will be ejected from that game.
- Teams must be ready to start 30 minutes prior to scheduled game time or as the referee calls players to center ice. If not ready, the team may be assessed a two minute penalty for delay of game.
- Upon completion of the game, the winning team or home team must retire to their bench until the other team has cleared the ice
- Each team shall be allowed four (4) coaches on the bench during game play.
- Penalties will be two (2) minute minor, five (5) minute major and ten (10) minute for misconduct.

10. Improper behavior by anyone to include fans, players and coaches will result in removal from the arena and or the tournament. Any abusive language or conduct towards game officials by players, coaches, managers, parents or fans will result in a minor penalty against the team.

11. Teams are asked to report to the arena 1 hour prior to game time to get locker room assignments and complete game sheets. Keys for locker rooms will be available at the arena concession stand. Locker rooms will remain clean at all times or privileges may be revoked.

12. The Grand Rapids Amateur Hockey Association Tournament directors have final word on all disputes. The Grand Rapids Amateur Hockey Association is not responsible for any accidents or injuries.

13. All Grand Rapids Hockey Tournaments will follow the MAHA “no contest” rule. Please also respect that a tournament director for the tournament may be an appointed parent.

14. Tournament costs:

\$875.00 Junior Gold A (4 game guarantee based on 16 teams)

\$650.00 Bantam (3 game guarantee)

\$625.00 14U A, PeeWee (3 game guarantee)

\$575.00 12U (3 game guarantee)

\$550.00 Squirt, 10U (3 game guarantee)

\$275.00 Gate Fee