



2016 SQUIRTS-BANTAMS TOURNAMENT RULES

All teams should bring HOME and AWAY jerseys. If you only have one jersey please inform the tournament director at least three (3) weeks prior to the start of the tournament.

- Games may start up to 10 minutes early so please arrive in time AND BE PREPARED TO START EARLY IF POSSIBLE.
- Home teams will be listed first on the game schedule and score sheet and must wear white jerseys.
- All games will have a three (3) minute warm-up and one (1) minute intermission between periods. Games will be played to their conclusion.
 - Squirts and Pee Wee games shall consist of three (3), twelve (12)-minute periods.
 - Bantam games shall consist of (3), thirteen (13)-minute periods
- Squirts-Bantams will play all periods being a regular "stop time" clock except if a team is winning by five (5) or more goals in the third period. If a team is winning by five (5) or more goals in the third period, "modified running time" will commence. This is defined as the clock will stop to assess penalties and when goals are scored only. "Stop time" will be reinstated if the margin becomes three (3) goals at any point of third period.
- USAH Rules will be adhered to at all age classifications. Minor penalties will be 2:00. Major penalties will be 5 minutes, and misconducts 10 minutes in length. Game misconduct penalties will be for the remainder of the game in which the penalty was incurred, and the entire following game. Any player or team official that receives a Match penalty will be removed for the remainder of the tournament.
- Game reports will be filed with the appropriate USA Hockey district affiliate that the team is registered with. In addition, any game misconduct/suspension will also be reported to a player's home affiliate and club.
- No Timeouts during round robin play. **One (1) 30-second timeout per team will be allowed during all Elimination Games.**
- There will be no overtime except in **Elimination** games.
- **Elimination** games ending in a tie will be determined by a sudden death overtime 4-minute stop time period, played 5 on 5 plus a goalie, with penalties carrying over. NO additional time-out will be issued for the Sudden Death period if used during regulation game play. If no winner is decided, the sudden death period will be followed by a 3-player shootout, with the team scoring the most goals declared the winner.
 - Visiting team shoots first. Player shooting order must be designated on the back of the score sheet prior to the start of the game. If a player is injured during the game he can be replaced prior to the start of the shootout.
 - If a player is skipped for any reason he is no longer eligible to participate and the shootout continues in order as listed on the score sheet. The coach can add a player to the end of his 3 player shoot out list to replace the skipped player. If no winner is decided by the 3-player shootout each will continue with a sudden death shootout until a winner is determined. No player may shoot again until all eligible available players from their team have shot.
 - Players in the penalty box at the end of overtime play for any infraction other than a two (2) minute minor penalty are ineligible for the shootout. Players serving a 2-minute minor penalty are eligible to participate in the shootout.



Order of Finish

- Each bracket that feature 4, 8 or 10 teams: team will receive, 2 points for a game win, 1 point for a game tie and 0 points for a loss. Each bracket that features 6 teams: each period win will receive 1 point for period win, ½ point period tie per team, 2 points for a game win, 1 point for a game tie and 0 points for a game loss.
- In the event of a tie in the standings between 2 or more teams, their position in the standings shall be determined using the following criteria until the highest seed is determined. The same criteria are then applied to all remaining teams until all teams are seeded:
 - Head to Head competition between teams that are tied. All tied teams must have played each other otherwise go to 2nd tie-breaker to start
 - Most number of wins in round robin play: team with most wins is seeded higher. If still tied...
 - Goal Differential: Goals scores minus goals against in game played against common teams, (DIFFERENTIAL CAPPED AT 5 GOALS PER GAME): higher number is seeded higher. If still tied...
 - Scoring Quotient in games played against tied teams: calculated by dividing a team's goals for by the sum of its goals for + goals against. The team with the highest number advances. (DIFFERENTIAL CAPPED AT 5 GOALS PER GAME). Ex. 15 GF 7 GA 15/22=.68 If still tied...
 - Goals scores minus goals against in all game played, (DIFFERENTIAL CAPPED AT 5 GOALS PER GAME): higher number is seeded higher. If still tied...
 - Scoring Quotient in all games played: calculated by dividing a team's goals for by the sum of its goals for + goals against. The team with the highest number advances. (DIFFERENTIAL CAPPED AT 5 GOALS PER GAME). Ex. 15 GF 7 GA 15/22=.68 If still tied...
 - Fewest goals allowed in all round robin games: team giving up the least amount is seeded higher. If still tied...
 - Total penalty minutes in round robin play: team receiving the least amount of penalty minutes is seeded higher.

The tournament director, or his/her designee, will be the final arbitrator of any and all conflicts and these decisions will be final and NOT subject to appeal.

These rules are subject to change, modification or addition at the Tournament Directors discretion.

***PLAYER ELIGIBILITY: No player may have played in any of their home association's league games at a skill level higher than the tournament level in which the team is registering. If requested, club registrars must provide a signed affidavit for verification.**

The Chesterfield Hockey Association and Hardee's Iceplex support USA Hockey's Zero Tolerance Policy. Disruptive players, coaches and spectators will be removed from the tournament.

As a condition of acceptance to our Tournament, all out of town teams **MUST** stay in a Chesterfield Falcon Tournament Hotel at the Tournament Rates. No other rates or discounts will be honored. Failure to comply and/or attempts to circumvent this obligation will result in your team being removed from the tournament and there will be NO refund of your registration fee.