



General Rules

- 1.1 **Playing Rules.** USAH requires that our tournament be registered and that all participating teams, players and coaches be USA Hockey/Canadian Amateur Hockey Assoc/IIHF registered. **Tournament Sanction Number** _____ USA Hockey rules and penalties shall apply to all games.
- 1.2 **Length of Games & Penalties.** All games at age levels 10U A, 10U AA, 12U A, 12U AA, 12U B, 14U A and 14U B will be three (3) – thirteen (13) minute stop time periods. All games at age levels 12U AAA, 14U AA, 16U A will be three (3) – fifteen (15) minute stop time periods. Warm-ups for all levels shall be **three (3) minutes**. 2:00 Minor Penalties, 5:00 Major Penalties, and 10:00 Misconducts. * It is the responsibility of each coach to read the score sheet after each game and to ensure that suspended players are advised of their suspension and not permitted to play in the next game.
- 1.3 **Running Clock:** If a 5 goal or greater spread exists at the start of the 3rd period or at any time during the 3rd period ~ running time will commence for the balance of the game. If there is a 5 goal differential before the 3rd, stop time will re-instated when the goal differential becomes 2 goals.
- 1.4 **Home Teams/Jerseys/Start Times.** For all games, the home team listed shall wear its white, home jerseys and the visiting team listed shall wear its colored away jerseys. Teams are asked to be at the rink at least 45 minutes prior to their scheduled game time. In the event the previous game finishes early, teams playing the next game will be expected to take the ice as soon as re-surfacing is completed and/or referees are available. In no event, however, shall a game begin more than 10 minutes prior to its scheduled start time.
- 1.5 All games are operated under USAH Rules and Regulations.

The PREDSident's Day Classic has adopted a "zero-tolerance policy" that involves a full tournament suspension (every game) for any coach or spectator who gets removed from a game for verbal abuse of an official. Protocol for the coach (on the bench – during a game) will start with a warning, than proceed to a bench minor and finally a game misconduct. The PREDSident's Day Classic policy will then dictate that the coach be removed from further tournament play. There will be no discussion, appeal or recourse for any coach or spectator removed from a game for verbal abuse.

- 1.6 **On-Ice Officials.** All games shall be officiated by two referees except the 16U division will use a three referee system.
- 1.7 **Off-Ice Officials.** The Tournament shall provide scorekeepers. **Each team competing in each game shall provide a penalty box attendant for their team's penalty box.**
- 1.8 **Tournament Director.** The tournament director for the PREDsident's Day Classic shall be Mike Skeats (mskeats@nashvillepredators.com) All questions and controversies shall be referred to the Tournament Director. The Tournament Director's decision in any such matters shall be final.
- 1.9 **Score sheets.** All scoresheets will be handled through the TimetoScore system. Scoresheets will be available online where the schedule is posted once the game is complete.
- 1.10 **Timeouts.** Each team will be allowed a single one (1) minute timeout per game.

ARTICLE 2

Division Formats and Tiebreakers

2.1 Round Robin Games.

In the round robin portion of the tournament two points will be awarded for a win, one point for a tie, and zero points for a loss. There will be no overtime. During round robin play, if the score is tied at the end of regulation time, the tie score will stand and each team shall be awarded one point for the game. The division winner will be determined as the team who has accumulated the most points.

10U A Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

10U AA Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

12U A Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

12U B Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

12U AA Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

14U A Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

14U B Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

14U AA Division At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

16U A Division: At the conclusion of round robin play, all teams will be ranked one through four. The top two (2) teams will advance to the championship. Teams finishing 3rd and 4th will play in the 3rd place game.

2.2 **Tiebreakers for All Age Levels of Round Robin Play.** In all tiebreaker situations, the Tournament Director's decisions shall be final. If two or more teams are tied in points after the Round Robin, the following tiebreakers in the following order shall be used to determine which team finishes higher for final seeding:

1. If two teams are tied, **Head to Head Competition**;
2. If two teams remain tied, **Most Wins** during the Round Robin;
3. If two teams remain tied, **Goal Differential** (goals for minus goals against) shall be applied first and if no winner emerges then counting all Round Robin Games;
4. If teams still tied, **Fewest Penalty Minutes**;
5. If teams still tied, **Coin Flip**. If more than two teams are involved in the Coin Flip, the Tournament Director will determine the method of coin flip to be used.

2.3 **No Tie Games in Consolation and Championship Games.** A winning team and a losing team must emerge from these games. If at the end of regulation time in a consolation or championship game the score is tied, the teams will play;

1. A five (5) minute sudden death 3 x 3 (three on three) overtime period. The teams will switch sides so that each team is defending the goal farthest from their bench (as in hockey-speak, the "long change"). If a team ended the first overtime with a 5 on 4 advantage the advantage will continue as 4 on 3. If there is still no winner at the end of the first overtime period;
2. Each team will pick three (3) players to take part in a shootout. The visiting team will shoot first. If no clear winner emerges after the first shootout;
3. Each team will pick one (1) player to take part in a sudden death shootout. The teams will continue in a "sudden death" shootout, until the game is decided. * Teams must select a different player for each phase of the shootouts.

ARTICLE 3
Protests

- 3.1 A game, including its outcome, may not be protested based on the judgments or “calls” made by an on-ice official. A game, including its outcome, may be protested based on the opponent’s use of an ineligible player, or on a gross violation of rules or of protocol that clearly has an impact on the game and that inures to the detriment of youth hockey.
- 3.2 Any such protest must be filed by the protesting team as soon as is reasonably possible, preferably on the disputed game’s score sheet, and referred immediately to the Tournament Director for his consideration.
- 3.3 If the Tournament Director determines that the circumstances warrant it, he may uphold the protest and assess the appropriate penalties against the offending team. The Tournament Director’s decision in any such matters shall be final.

ARTICLE 4
Suspension and Expulsion
of Players, Parents, Coaches, Other Team Personnel

- 4.1 **Coaches, Parents and Team Personnel.** Coaches, parents and other team or association personnel may be suspended or expelled from participation in the PREDsident’s Days Classic, including all games and removal from the rink premises, for conduct deemed by the Tournament Director to be detrimental to the best interests of youth hockey. Such conduct shall include, but not be limited to, the following:
1. fighting or inciting others to fight;
 2. obscene language, conduct or behavior;
 3. language, conduct or behavior intended to intimidate others;
 4. refusal and/or failure to immediately heed a directive from a referee, from authorized rink personnel, or from the Tournament Director.
- 4.2 **Players.** Any player who receives a major penalty for fighting, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and his next game. USA Hockey Official Playing Rules shall govern the assessment of penalties. At the conclusion of each game, the coach of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game.

ARTICLE 5
Sanctioning, Credentials and Forfeitures
of Players, Coaches, Other Team Personnel

- 5.1 All teams will check in and register one (1) hour prior to their first scheduled game (at the designated arena)

- 5.2 All teams will produce verification that team is registered with USA Hockey, C.H.A or their respective European Ice Hockey Federation. All USA Hockey registered teams must provide a certified USA Hockey Official Team Roster (T1), authorized by your District Registrar. Only certified team rosters signed off /authorized by an authorized official from the team's respective affiliate/ federation will be accepted. Teams from outside of Illinois must provide a travel permit if their state affiliate requires one for their teams to play outside of their state. Non-US teams must provide an inbound Application for International Competition that has been approved by USA Hockey. All coaches must have valid CEP cards if participating on the player bench.
- 5.3 No player is allowed to participate on more than one team in his/her respective age division.
- 5.4 Any team using an ineligible player(s) shall forfeit any and all games in which the individual player (s) has participated and the player(s) will be suspended for the remainder of the tournament.