

THE MT. LEBANON HOCKEY ASSOCIATION 2014 CLASSIC TOURNAMENT  
RULES AND REGULATIONS  
ALL LEVELS

Four to six teams will participate in each Division. Teams will participate in round-robin qualifying play with each team playing three (3) games in a round-robin format. The two teams with the highest point totals in each 4-team Divisions will play each other, and the teams with the two highest point totals in the 6-team Divisions will play each other in a championship game to determine the tournament winner.

Championship and finalist trophies will be awarded at each Division.

*Playing Rules:* The tournament will be conducted under the rules of USA Hockey.

*Team Rosters:* Teams may consist of a maximum of 20 players, INCLUDING goaltenders.

*Team Registration:* Teams must be properly registered with USA Hockey.

*Player Registration:* Players must be properly registered with USA Hockey.

*Coach Registration:* Coaches must be properly registered with USA Hockey. NO ONE may serve as a bench coach without the proper USA Hockey certification.

*Dual Registration:* A player may not be registered with more than one team competing in this tournament regardless of class.

*Tournament Registration:* The coach or manager must check in with Tournament Registration Personnel one (1) hour before the starting time of their first game. At that time, each team is to furnish a copy of their player registration form that has been certified by the District Registrar (the "stamped USA Hockey Roster") if they have not submitted such prior to the start of the tournament.

*Player Check-In:* All players must sign in at the tournament team check in table before the starting time of the first game and for the Championship Game on Monday. All players must be signed in and be ready to take to the ice 15 minutes prior to the scheduled start of their game.

*Time Structure:* All games must begin on time. **Please have your team prepared to play at least fifteen (15) minutes prior to the scheduled game time** in the event games start early. Games will consist of three (3) 12-minute stop-time periods. Each team will be permitted a minimum three (3) minute warm-up and there will be a minimum one (1) minute rest between periods. There will be no overtime games except in the championship game. When the official is ready to start the game, both teams must be ready to play or a forfeit will result. No exception can be made.

*Running Clock:* If a team has a lead of seven (7) or more goals in the final period, there will be a running clock. The clock will continue to run except when a goal is scored, the puck leaves the playing area, a penalty is called, or a player is injured. If the differential becomes less than seven (7) due to a goal being scored, the game will return to stop clock time until such time that the differential again becomes seven goals at which time the running clock will be reinstated. This process will repeat as needed during the third period.

*Player's Bench:* Only team players and a maximum of four (4) coaches will be permitted on the player bench.

*Equipment:* All players participating in the tournament must wear equipment as meets the requirements of USA Hockey. Per USA Hockey rules, mouth guards are **REQUIRED** for the Pee Wee division and older and for the goaltenders at all levels. Mouth guards are strongly recommended for skaters at the Squirt and Mite levels. **All age levels are required to wear neck guards, unless exemption is granted by the Tournament Director.**

*Uniform Colors:* The team listed first on the tournament game schedule will be designated as the home team for that game. Teams that have two jerseys ("home" and "away") are to bring both jerseys to each game. Home Team must wear White or (Light ) colored jersey.

*Locker Rooms:* Locker rooms will be assigned to teams. Please keep the locker rooms clean. Locker room keys can be obtained from the main desk at the rink, and rink management may require a team official to provide a driver's license or set of keys to secure the key. Rink management at Island Sports will check locker rooms after every game. Individual teams will be responsible for any damage done to the facility.

*Tournament Point Structure:* A five (5) point system will be used to determine each team's place in the standings. The points will be awarded as follows:

- One (1) point for each period a team wins
- One-half (1/2) point for each team if the period ends in a tie
- Two (2) points for the team that wins the game
- One (1) point for each team if the game ends in a tie
- Zero (0) points for a loss

**Tournament Tie Breaker:** If two or more teams have an equal number of points their position in the standings will be determined by the following tie breaking formula:

1. Head to Most total game wins
2. head play
3. Least goals allowed for all games
4. Lowest penalty minutes
5. Coin Toss

**Game Forfeits:** In the event a team forfeits a game during round robin play, the goals for/goals against for the other round robin games will be applied to the point system for the opposing team for the forfeited game, and the forfeiting team will receive no points. Example: Team A forfeits to Team B. Team A played Team C and Team D during the tournament, and had the following line scores:

Team	Period 1	Period 2	Period 3	Final
Team A vs. Team C	1 GF/2 GA	2 GF/0 GA	1 GF/3 GA	4 GF/5 GA
Team A vs. Team D	0 GF/1 GA	1 GF/1 GA	1GF/0 GA	2 GF/2 GA
Team A scoring Overall	1 GF/3 GA	3 GF/1 GA	2 GF/3 GA	6 GF/7 GA

**Therefore,** Team A receives a “loss” and zero points for the forfeited game. Team B receives a “win” and 4 points for the forfeited game. If a tiebreaker must be used to determine participation in the Championship game, only games against common opponents will be used to calculate the tiebreaker. In tie-breakers for forfeited games, the penalty minutes and least goals allowed will be averaged based on the teams other games and applied to the forfeited game. For example Team A allowed 8 goals and had 14 penalty minutes in 2 games. The 2 game averages would be 4 goals and 7 penalty minutes. Team A would now finish with a 3 game total of 12 goals and 21 penalty minutes.

**Overtime:** Overtime will be played in the championship games only. If the game score is tied at the end of regulation play, a two (2) minute rest period will be followed by a four (4) minute (4) player on four (4) player Sudden Death Overtime period to be played in stop-time. If the game remains tied after the overtime period, a shootout will take place.

**Shoot out procedure:** Two sets of five shooters from each team will participate in the shoot out. The head coaches are to provide a list of the two groups of five shooters on their team in the order in which the player will shoot at the end of the overtime period The first set of shooters will take alternate turns (e.g. team 1 shooter, then team 2 shooter, then team 1 shooter, etc.) at breakaway shots on goal. If the score is still tied after the first round of shooters the next set of five shooters will take alternate turns at breakaway shots on goal. If the score is still tied after the second round of shooters, a third set of shooters will begin 1 on 1 sudden death, taking alternate turns. The process will continue until a winner is determined. No Player may shoot twice until all the players on the bench have been used. Goalies may not be changed after the shootout has started (Except for Injury in which case they may not return). Away teams will start the shootout process. Players in penalty box may only shoot after all players on the bench have been used. A player must remain in the penalty box until that time.

**Penalties:** All minor penalties shall be two minutes in length except during a running clock. Minor Penalties will then be 3 minutes in length. All major penalties shall be 5 minutes in length. All misconduct penalties shall be ten minutes in length. Game misconduct penalties requiring a game suspension must be served in the next tournament game. In the case of PAHL teams, if the game misconduct penalty takes place in the team’s last tournament game, the game suspension must be served in the player’s next regular season PAHL game.

**Time Outs:** One 60 second time out is available per game, inclusive of the overtime periods (e.g. no additional times outs are provided if the game goes into overtime or shoot out.). No Time out can be called with less than 5 minutes remaining on the curfew clock.

**Fighting:** Fighting will not be tolerated. Any player or players that the referees determine are involved in a fighting incident will automatically receive a minimum of a five (5) minute major penalty and a game misconduct penalty.

**Profane and/or Abusive Language:** Profane and/or abusive language will not be tolerated from players, team officials, or spectators and will be dealt with accordingly by the officials. Parents, fans, or spectators using profanity will be removed from the arena by tournament or arena personnel.

**Zero Tolerance:** The Mt. Lebanon Hockey Association and the Robert Morris University Island Sports Complex support and strictly adhere to a Zero Tolerance policy including behavior such as whistling pounding on the glass or excessive demonstrations of any type that is disruptive to the game in progress. As such spectators are not permitted to bring noisemakers including, but not limited to, whistles, air-horns, or object-filled cartons (e.g. milk jugs filled with pennies marbles, or other such objects) into the playing area. If there is a violation of the Zero Tolerance policy, referees are vested with the authority to suspend game action until the perpetrator is removed from the playing area. No additional time will be added to the game. Rink managers and Tournament officials have the authority to bar individuals violating the Zero Tolerance policy from the premises for the duration of the tournament or confiscate inappropriate noisemakers if they are not removed from the playing area after a request by Tournament or Rink Officials.

**Protests:** No protests are permitted on application of the playing rules. Any team refusing to take the ice for their scheduled game will forfeit the game and receive zero (0) points. See “Game Forfeits” above. Any coach or team manager having an issue with the conduct of the tournament or a game, should contact a Tournament Official with their concerns or issues. The issues will be researched and decision reviewed with the Tournament Officials and Executive Board members of the MLHA. Decisions of the Tournament Officials and MLHA Board are final.

**Game Officials:** Game referees will be certified officials from the Mid-Am District.

**Medical Assistance:** At least one (1) Emergency Medical practitioner will be on premises during all games and be available to tend to injured players during the course of game play. Coaches and spectators ARE NOT to enter the ice surface to tend to an injured player unless specifically requested to do so by the EMT.