

# STEAMBOAT SPRINGS YOUTH HOCKEY

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## 1. GENERAL

### **USA Hockey rules shall apply, except as modified here:**

- a. All teams, players and coaches must be registered with USA Hockey.
- b. All Players Must Adhere to Proper Protective Equipment
- c. Prior to each team's first tournament game, teams must provide the following at the credential table:
  1. USA Hockey Team Membership Application
  2. USA Hockey Player Roster form signed by USA Hockey Registrar
  3. IMR ( Individual Membership Registration) for each player
  4. Copy of each player's Birth Certificate
  5. Medical/Release Form for each player
  6. USA Coaching Cards
  7. Signed USA Zero Tolerance Policy will be enforced for all players, coaches, officials, and spectators

## 2. ENTRY FEE/REFUND POLICY

- a. The entry fees are Jim Fournier \$ 1,100, Ski Town \$1,200, Adele Dombrowski \$1,200 and Mites Jamboree \$ 650 per team with
- b. A minimum four (4) game guarantee and is due with the application.
- c. Any team not accepted into the tournament, will have their entry fee returned to them via regular mail within seven (7) days of the notification deadline.
- d. Tournament fees will not be refunded once the team has been accepted into the tournament.
- e. There will be no admission fee for spectators.

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## 3. TEAMS/GAME FORMAT

The 2010 Tournaments will include the following:

- a. Level of play will be at the House/Recreational level for the age classifications.
- b. There will be a minimum 4 and maximum of 8 teams accepted at each of the following age classifications, with SSYHA reserving the right to alter the number depending on ice availability: If less than 4 teams apply the age division may be dropped.
  - a. Jim Fournier Rocky Mountain Rumble: Pee Wee B, Squirt B and Squirt C.
  - b. Ski Town: Midget House, Bantam A Bantam B & Pee Wee A
  - c. Adele Dombrowski: U-12, U-14, U-16, and U-19
  - d. Mite Jamboree: 2004 – and younger
- c. Each team will be required to bring white/light home jerseys and dark away jerseys. If a team has only one jersey, they will notify the other team 30 minutes prior to the game to arrange changes in jersey colors.
- d. Each team is guaranteed a minimum of 4 pool play games, with the top two teams in each division advancing to the Championship Game. If more than 4 teams at any one level are accepted into the tournament, there will be the possibility of crossover games from each of the two pools to determine which teams play in the championship.
- e. All games shall consist of three (3) periods of play. For all age classifications, the first and second periods will be a fifteen (15) minute running clock and the third period will be a twelve (12) minute stop clock. There will be a one (1) minute rest period between periods of play. 3 minutes will be allotted for warm up. Curfew Games will be allotted one hour from the time warm up begins
- f. When the goal differential is four (4) or more goals in any portion of the third period, the clock will continue to run. If a team scores, making the goal differential less than 4 in any portion of the third period, the clock will go back to stop time.
- g. The time clock will be stopped during a running time period in the event of injuries.
- h. Penalties will be clock time. Penalties will begin on the drop of the puck. If a penalty ends during a stoppage of play the player may not return to the ice until play has resumed. Any player assessed a match or major fighting penalty on the game sheet will not be allowed to continue to play in the tournament.
- i. Each team may have one time out per game.
- j. There will be no overtime play in any pool play game.

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- k. Two (2) points will be awarded for a win, one (1) point for a tie & zero (0) points for a loss.
- l. The Tournament Director reserves the right to take any game to running or curfew time if the tournament game schedules fall more than 45 minutes behind. Curfew time is one hour per game and once imposed will remain in effect for the balance of the day.
- m. All teams must be present in the rink 45 minutes prior to scheduled game time. All teams must be dressed and ready to take the ice 25 minutes prior to their scheduled game time.
- n. There may be less than 4 hours between games for some teams in the tournament schedule. Every effort will be made to avoid this.

## **4. PENALTIES/SPORTSMANSHIP**

- a. The Steamboat tournament emphasizes sportsmanship. Please stress this with your coaches, parents and players. Fighting, abusive behavior, or unsportsmanlike conduct, including taunting at any time whether playing or observing will not be tolerated by players, coaches or spectators.
- b. Any player receiving a fighting penalty will be suspended for the remainder of the tournament.
- c. Any player receiving a major, other than fighting, (5-minute penalty) along with a game misconduct penalty will be suspended for the next 2 games of the tournament. The Tournament Director and the local supervisor of officials may impose an additional penalty up to and including suspension from all tournament games as well as submitting their findings to appropriate governing bodies.
- d. Any player that receives a game misconduct penalty consisting of 5 penalties in one game will be suspended for the next two games of the tournament.
- e. Any team that receives 15 penalties in 1 game which results in the coach receiving a game misconduct, the coach will be suspended for the entire tournament.
- f. Game officials and tournament officials are empowered to call abuse penalties under rule 601 in the immediate area of the arenas, especially for any unsportsmanlike behavior or taunting. Players not actively participating in a game, assessed such a penalty will sit a minimum 10minute misconduct prior to participating in their next game, and may be removed from all tournament play.
- g. Any player removed from the ice for a violation of playing rules must immediately proceed to the team locker room and remain inside the locker room until teams have completed the game and left the ice. A registered team official must accompany the removed player until the completion of the game. Failure to remain in the Locker room will result in suspension from the tournament, and may be sent to CAHA disciplinary committee for supplemental discipline.

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- h. Any spectator ejected for violation of the USA Hockey Zero Tolerance policy for parents and spectators will be banned from attending and/or participating in all remaining activities during the tournament. In addition, the spectator will not be allowed entry into any portion of the rink property (including locker complex, warming room, and rink area). Should a spectator attempt to gain access at any time during the tournament after ejection, the coach of the team this spectator is affiliated with will be held responsible for immediate removal of the spectator.
- i. The Tournament Director, in collaboration with the on-ice officials, reserves the right to declare a game official prior to the end of regulation time if the teams involved refuse to play hockey and are behaving in an unsportsmanlike manor or in any manor deemed detrimental to the game of hockey.
- j. All players, coaches, team officials, and spectators are expected to conduct themselves in a sportsmanlike manner at all times while observing/participating in tournament activities. Players, coaches, and spectators are expected to refrain from the use of vulgar and/or obscene language, gestures, etc. which could be constructed as unsportsmanlike in nature. Individuals persisting in such behavior after being asked to refrain could be subject to actions including banishment from participating in/observing the tournament and if necessary, criminal prosecution.
- k. The tournament committee will not tolerate abuse of officials and the referees on the ice will have the discretion to call bench penalties for any abuse of officials by the fans, parents, or team officials. Abuse penalties called at the end of a game will carry over to the start of your next tournament game. The referees shall have the option of ending any game should they feel the players or game officials are endangered. In such a case, the outcome of the game shall be determined by the Tournament Director, representative and/or on-ice officials.
- l. All team officials, players, parents, and fans must follow the “ZERO TOLERANCE” rule listed in the current USA Hockey Rule Book, and as posted in the rink. Steamboat Hockey Association believes the tournament experience should be positive for teams and spectators. Remember it’s just a game!

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## 5. CHECK IN:

A team representative must check in at the tournament desk 45 minutes before each game, stating the team is present and ready to play submitting the teams roster of eligible players for the upcoming game and starting goal tender for the game. The Head coach for each team must sign the score sheet with their coaching number / card before the game. Failure to sign may result in game forfeiture. Credentials must be available upon request, at each game. Credentials include a copy of the USA Hockey Official Team Roster signed by the registrar, the player's birth certificate, the USA Hockey Consent to treat form and the USA Hockey Waiver of Liability. Incomplete or missing books will result in the forfeit of the game to be played.

## 6. TIE-BREAKER RULES

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaker rules:

- a. Winner of head to head competition
- b. Two points will be awarded for each period a team wins in pool play, one point for each period the teams are tied, 0 points for losing the period. Pool play is defined as all games except the championship game or if a semi final 5th game is added.
- c. The team with the least amount of penalty minutes will advance if teams are still tied.
- d. Dividing the "goals scored" in these games by the "goals scored against", where their position shall be determined by the greatest quotient.
- e. Subtracting the number of "goals scored against" from the number of "goals scored for" in the games played against the other teams in pool play, where their position shall be in the order of greater surplus.
- f. If the above procedure does not break the tie, the teams shall use the "coin-toss" procedure to determine which teams advance.

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## 7. CHAMPIONSHIP GAME

The top two teams in each division will advance to the Championship Game. If a Championship Game, or non pool play game ends in a tie at the end of three (3) regulation period, sudden death overtime period will be played with the following provisions:

- a. 5 Additional Minutes - Extra Period
- b. Unlimited number of Extra Periods
- c. Teams shall not change ends
- d. The teams will skate 4 x 4.
- e. A two (2) minute rest period will be taken between the end of regulation play and the sudden death overtime period.
- f. The ice will not be made prior to the sudden death overtime period or between extra periods.
- g. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in effect.
- h. The first team to score in the sudden death overtime period will be declared the winner

## 8. AWARDS

Team awards will be presented immediately following the Championship Game.

## 9. LOCKER ROOMS

Locker room assignments can be found on the monitor in the lobby. Locker room keys will be checked out, with the team supplying some form of ID of value (i.e. driver's license, credit card, car keys) to ensure the collateral for any damage. All teams will be responsible for cleaning up the locker room and leaving it in excellent condition. Please lock the locker room while your team is on the ice. The City of Steamboat Springs, Howelsen Ice Arena or its staff nor Steamboat Springs Youth Hockey Association assumes any responsibility for the loss/theft/damage of any personal property left in the locker rooms or the arena grounds including the parking lots.

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## **10. DAMAGES TO THE RINK and PROPERTY**

Should any player or team damage property in the ice rinks, all cost for repair or replacement shall be borne by the responsible party/team. Arrangement for restitution must be made immediately with the rink or respective manager. Infractions of this rule will be grounds for dismissal from the tournament.

## **11. PROTESTS - DISCIPLINE COMMITTEE**

- a. Discipline and protests will be decided by the Tournament Director and Head Referee
- b. Protests of any game must be made verbally within 15 minutes of any game and submitted in writing, with a protest fee of \$ 500.00, within one hour of the alleged occurrence. The line of protest shall be:
  - a. On-ice officials
  - b. Protest Committee consisting of the Tournament Directors and Head Referee.
  - c. There may be no protests on playing rules, interpretation of playing rules by on-ice officials or judgment calls.
  - d. If a referee or linesman fails to show for a game and the coaches agree to play, the coaches lose the right to protest any aspect of the game.
- c. The Discipline Committee shall be responsible for deciding any actions, suspensions or other actions to be taken against a player or team official.
- d. No player or team official shall be suspended from participation in the remaining games except as noted above, unless he/she has appeared before the committee and has been given the opportunity to relate his/her version of the incident. The Discipline Committee will meet prior to that team's next game.

## **12. OFF-ICE OFFICIALS**

Each team is required to have an adult in their team's respective penalty box. Steamboat Springs Youth Hockey Association will supply a scorekeeper and timekeeper for each game. The Tournament Director, or representative on duty will be an off-ice official and will call and issue penalties through the on-ice officials.

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## **13. INTERPRETATION OF RULES**

The interpretation of the tournament rules is under the sole discretion of the Steamboat Springs Youth Hockey Association and The Tournament Committee.

## **14. POINT STREAK**

All game results will be posted on point streak within 24 hours of the end of the game.