



## 2019/2020 Silver Stick Tournament Rules

1. GENERAL – All USA Hockey rules shall apply except as modified.
2. **LENGTH OF GAMES** – Game times will be 3-13 minute stop clock periods for 10U and 12U divisions. The 14U divisions will play 3-14 minute stop clock periods and 16U & 18U divisions will play 3-15 minute stop clock periods. If a team is leading by 5 goals or more in the 3rd period, a run clock will be in effect until the goal differential is reduced to 4 goals at which time it will revert back to a stop clock. There will be no run time in the quarters, semis and championship games and no overtime in round robin games.
3. ARRIVAL TIME - Teams should plan on arriving at the arena 1 hour prior to their scheduled game time.
4. CREDENTIALS – All US teams and players must be currently registered with USA Hockey. All Canadian teams must be currently registered with Hockey Canada. Official rosters will be checked prior to the team's first game in the tournament. Travel permits for Canadian and other foreign teams will also be verified.
5. **PLAYER ROSTERING** – The double rostering of players is not permitted in the tournament without prior approval from the Tournament Director.
6. SPORTSMANSHIP – The tournament stresses sportsmanship. Fighting, abusive behavior, or unsportsmanlike conduct by players, coaches or parents will not be tolerated on or off the ice. Such conduct shall be grounds for disqualification from the tournament. Game officials have the authority to direct the removal of any person acting in an objectionable manner as well as the authority to end any game at any time they feel that continuing the game would constitute a danger to the players. The outcome of any such game shall be determined by the tournament director.
7. TIME-OUTS – A maximum of one 30 second time-out per team will be allowed in any game. A time-out can only be called during a stoppage of play.
8. **NUMBER OF PLAYERS AND COACHES ON THE BENCH** – A maximum 4 people, other than the dressed players will be allowed on each team bench. All people on the bench must be listed on the official team roster. At no time is a non-rostered coach or manager permitted to be on the bench.
9. DAMAGE TO RINKS AND OTHER FACILITIES – All repair and/or replacement costs associated with any damage caused to any property at the ice arena, hotel or other facility, shall be borne by the team(s) of the person(s) causing such damage. Immediate arrangements for restitution must be made and violations of this rule are cause for disqualification from the tournament.

10. **JERSEYS** – It will be the responsibility of the home team to wear light colored jerseys and the visiting to wear dark colored jerseys. Teams are required to bring both a light and dark colored jersey with permanently affixed numbers on both sets. No duplicate numbers will be allowed on a roster.

11. **EQUIPMENT** – All US players must adhere to USA Hockey rules and regulations which include mouth guards to be worn for all ages Peewee and above. All Canadian players must adhere to Hockey Canada rules and regulations including neck guards. Due to this event having a USA Hockey sanction, all players must wear mouth guards (American, Canadian, or others).

12. **PROTESTS** – The line of protest is as follows: 1) On-ice official, 2) Protest committee, consisting of tournament director, rink coordinator on duty and other appointed personnel. There may be no protest on playing rules, interpretations of playing rules by on-ice officials or judgment calls. If a referee or linesmen fails to appear for a game and the coaches agree to play, the coaches lose the right to protest any aspect of the game. A \$50.00 fee must accompany each protest. If the protest is upheld, the fee will be refunded. If the protest is denied, the fee will be forfeited. The protest committee will rule on all protests before the next game of either team.

13. **TOURNAMENT PLAYOFF POSITION** – Playoff positions will be posted within 30 minutes after the completion of the last game in each division. It is the responsibility of each coach to determine if his team is in the playoff game and to verify the location and the time of the playoff game.

14. **TOURNAMENT PLAY** – Two points will be awarded for each win, one point for each tie and 0 points for each loss. **If two teams have an equal number of points**, their position in the standings shall be determined by the following tiebreakers in order.

- 1) Head to head game outcome, if the teams played each other.
- 2) Goals for divided by the total of goals for and against. Highest % advances.
- 3) Fewest goals allowed.
- 4) Fastest goal scored in the first game of the tournament.

**If three or more teams are tied**, their position in the standings shall be determined by the following tiebreakers in order.

- A) If all teams have played each other, total points from head-to-head outcomes amongst the tied teams.
- B) If one team has played and beaten each of the other teams, that team takes top place of the tied teams.
- C) Goals for divided by the total of goals for and against. Highest % advances.
- D) Fewest goals allowed.
- F) Fastest goal scored in the first game of the tournament.

**In the event of a tie at the end of regulation play in the Quarter, Semi Finals or Championship game, the following will take place:**

- 1) The teams shall not change ends.
- 2) A one minute rest period will be allowed after which teams will resume play on a sudden death overtime basis. The overtime period shall be a six (6) minute stop clock period played 3 on 3.
- 3) If still tied after the overtime period, a shoot-out will take place. This will involve three predetermined players from each team alternating taking penalty shots, starting with the visiting team. The team with the most goals at the end of the first shoot out will be declared the winner.

If the teams remain tied after the shoot-out, each team will continue with one new player shooting for each team until the tie is broken and we have a winner. Teams may have a player shoot again only after each team has had ten players shoot. If a team has less than ten eligible players, each team may re-start their shooters in any order after the last eligible shooter on the team with the shortest bench.

15. **PENALTY BOX** - Teams must furnish their own penalty box attendant (must be 18 or older).