

# ACTION TOURNAMENTS

## RULES

Action Tournament is a USA hockey sanctioned tournament. All USA hockey rules shall apply unless otherwise specified below.

1. **Uniform Colors:** All players must wear numbered uniforms in proper team colors. Home team will wear white or light colors.
  - A. In the case both teams have the same color jerseys. The home team will wear pullovers (upon availability) if home team does not have light colored jerseys. The visiting team will the pullovers if they do not have dark colored jerseys.
2. **Player Eligibility:** In order for a player to participate in an advanced round of the tournament play (quarter, semi or championship), the player must have participated in at least one round robin game. Unless the player was following the guidelines under their governing board for serving game suspensions. No other exceptions will be allowed. If during or after the game a team protests (see rule-9-protests) the eligibility of player, and that player is deemed to be ineligible to participate. Final discretion will be decided by the tournament promoter and the game may be ruled a forfeit.
3. **Coaches:** Only rostered coaches are allowed in players bench area.
4. **Locker Rooms:** Locker rooms will be assigned to teams from the arena office. Please keep the locker rooms as clean as possible. Teams will be responsible for any damage done to the locker room. Teams are expected to place all litter in trash cans within the locker rooms. The Coach/manager shall be responsible for the discipline and behavior of his/her team before, during and after all games.
5. **Shaking of the hands:** Team captains will be required to shake the opposing captains hands at the referee/penalty bench area prior to the game following the 3:00 minute warm-up. **Please Note** – Referees are instructed to not allow teams to shake hands after the games per USA hockey rules.
6. **Team Sign In:** Upon arrival of a teams first game a team representative must locate and sign a schedule confirmation sheet at the tournament designated sign in table. Prior to each game a team representative must complete and fill out the scoresheet no later than 15 minutes prior to each game. (You may submit team/player labels to the Action Tournament sign in table for all games, prior to the start of the first game).

7. **Referees:** Referees are instructed to strictly enforce the zero tolerance policies. The arena staff and/or Action Tournament promoters reserve the right to remove from the arena, any players, coaches or spectators who violate USA hockey zero tolerance policies.
8. **Suspensions:** Any player receiving a game misconduct shall be suspended for the next tournament game. Any player, coach or manager receiving a match penalty will be suspended for the remainder of the tournament.
9. **Protests:**
  - A. Protests related to interpretations of specific rules will be reviewed and considered by the tournament promoters within 1 hour of a completed game. Protests must be submitted to the tournament staff in writing citing the specific rule from the USA hockey rulebook in question accompanied by a \$25.00 fee. (Non-refundable if the protests is denied). Protests related to judgement calls by the referees will not be considered. Decisions of the tournament promoters are final.
  - B. Protests related to a teams 'Roster'. A review will be considered without a \$25.00 fee. The following will be considered with teams in violation of an improper roster/or the playing of an ineligible player.
    1. The player will be suspended for the remainder of the tournament.
    2. The team in violation will have their game(s) in which the player participated ruled a forfeit. (See rule 10-forfeits).
    3. If a violation of this rule takes place during a championship game the game may be completed and the game will automatically be ruled a forfeit/loss by rule the illegal use of a player. (This may cause embarrassment to both the tournament and team in violation. However, this occurrence violates good sportsmanship and should be adhered to).
10. **Forfeits:** Any game ruled a forfeit will be scored as 3-0 and the winning team will receive 2 points for the win and a +3 goal differential.
11. **Time-outs:** No timeouts will be allowed in the round robin play. One timeout will be allowed per team in semi-final and championship games.
12. **Running Time:** There will be running time in any game in which during the 3<sup>rd</sup> period there is a (5) goal differential. Stop time will resume if the goal differential is within (2) goals.
13. A maximum +/- per game regardless of goal differential will be a +5 or -5.
14. **Standing:** Standings will be determined on total points, with 2 points for a win, 1 point for a tie and -0- points for a loss.

**Ties after round robin play-** Ties will be broken for advancement by the following order:

- A. Head to Head (All teams in the tie situation, must have played each other)

- B. Goal Differential (All games included)**
- C. Most Wins**
- D. Fewest Goals Allowed (All games included)**
- E. Fewest Penalty Minutes (All games included)**
- F. Coin Toss (If 3 teams are tied, odd coin advances)**

**Semi-final and Championship games that end in a tie will be determined by the Following.**

- A. One 4 minute overtime 4 on 4 (Any penalty carried over from regulation time, the team at advantage will be awarded a 5<sup>th</sup> skater on ice until penalty expires. Team shorthanded will play with 5 skaters at the expiration of the penalty and at the next stoppage of play, both teams will relate back to the 4 on 4 overtime rule.) (A penalty during the period will result in a 4-3 man advantage)**
- B. One 3 minute overtime 3 on 3 (A penalty shot will be awarded against a team being penalized during this overtime). (Carry over penalty from 1<sup>st</sup> overtime will use same format as 4 on 4 procedure)**
- C. 4 player shootout- teams will pick prior to start of game and list on scoresheet. (injured, penalized {a player serving a penalty can not shoot} or ejected players can be replaced).  
Most Goals Wins.  
\*\*Home team will decide who shoots first. (i.e. home/visitor). This will continue for every series of shots.**
- D. Sudden Death Shootout- One player from each team will alternate shots until a winner is decided. No player may be used twice until all players have shot once from their respective team.**

**15. There will be no refunds for any reason including medical.**