

OYHA-18th Annual Tier II Orlando Labor Day Invitational Youth Hockey Tournament Rules

- Double-rostering of players or goaltenders is NOT permitted for any reason.
- Each team is required to have a USA Hockey roster (1-T) signed by their local registrar. Canadian teams must submit a roster signed by their local affiliate. Teams using a Tournament Roster must submit a copy of all signed regular rosters showing the original team of each Tournament Roster player and coach.
- Teams planning on using a **Tournament Roster** MUST notify the Tournament Director immediately upon registration for the tournament of their intention to play with a Tournament Roster. The use of a Tournament Roster MUST be approved by the Tournament Director upon submission of your registration. The Tournament Roster, upon being approved for use in the tournament, MUST be submitted to the Tournament Director by August 18th, 2017. Any team playing with a Tournament Roster cannot ADD players/coaches to that Tournament Roster after August 20th, 2017. All Tournament Rosters are subject to the Player Eligibility Rules listed below. PLEASE READ THEM ALL IF YOU INTEND ON APPLYING WITH A TOURNAMENT ROSTER.

● **TOURNAMENT ROSTER** Player Eligibility (based on a player's registration status as of September 1st, 2017 and apply only to Tournament Rosters):

- NOTE:** Rules (i) through (iv) apply only to players who are registered on a USA Hockey roster in the youngest age division that player is eligible for.
- i. No more than 2 players may be added to a team's regular league USA Hockey approved roster.
 - ii. Any player registered on a Tier I 'AAA' team (outside of Florida) can only play up an age division at the 'AA' level. 18U players registered on a Tier I 'AAA' team (outside of Florida) are NOT eligible for this tournament.
 - iii. Any player registered on a Tier II 'AA' team can play in their own age division at the 'AA' level only OR can play up an age division at the 'A' or 'AA' level.
 - iv. Any player registered on a Tier II 'A' team can play in their own age division at the 'A' or 'AA' level OR can play up an age division at the 'Select' (if offered), 'A' or 'AA' level.
 - v. The 'Select' division (if offered) is open only to players NOT registered on a travel team roster in their own age division, subject to all other eligibility requirements, or to players that are "playing up" an age division and registered on a Tier II 'A' or 'Select' team in their age division.
 - vi. Any player registered on a team that is above their birth year age division ("playing up") can play down in their birth year age division provided that they are moving up one level.
 - Example 1, a 12U aged player registered on a 14U 'A' roster can play 14U 'A' or 'AA', or 12U 'AA', but cannot play 12U 'A'.
 - Example 2, a 12U aged player registered on a 14U 'AA' roster can ONLY play in 14U 'AA'.
 - vii. Any player registered on a Tier I 'AAA' team (outside of Florida) in an age division above what he/she is eligible for ("playing up"), is NOT eligible to play in this tournament. For example, a 12U aged player registered on a 14U Tier 1 'AAA' team (outside of Florida) is NOT eligible.
 - viii. For safety reasons, NO player is permitted to play 2 age divisions above their birth age division.
 - ix. Any player currently registered on a Junior League roster (including, but not limited to USPHL, Empire, etc.) is NOT eligible for the tournament.

The following applies to **Florida Alliance players ONLY: Any player that is on any Florida Alliance Tier I roster may ONLY participate in the tournament on the Tier II roster that they are registered on. They may NOT participate on a Tournament Roster unless, as determined by the Tournament Director, the Tournament Roster is comprised primarily of players that are on the same Tier II roster of the team that the Alliance player is registered on. Florida Alliance players may play up a division at the 'AA' level only.

● **Tournament Locations:** RDV Sportsplex: 8701 Maitland Summit Blvd. in Maitland, FL 32810 (407-916-2550) www.mvpsportsplex.com/rdvsportsplex
Ice Factory of Central Florida: 2221 Partin Settlement Rd., Kissimmee, FL 34744 (407-933-4259) www.icefactory.com

● All teams must be prepared to play as early as Friday, Sep. 1st, 2017 at 5:00pm. Games may go as late as 7:00pm on Monday, Sep. 4th, 2017.

- Each team must provide a representative (1 adult only/team) for their team's penalty box for all games (will be covered during Conference Call)
 - At RDV rinks, this can be any adult appointed by the team (is NOT required to have a USA Hockey CEP Card)
 - At Kissimmee rink, this adult must either, be on that team's roster or possess a USA Hockey CEP Coaching Certification

● All games, unless noted in this document, will be played under the auspices of the 2017-2021 USA Hockey Playing Rules.*
*Minor penalties will be 1:30 in length for 10U and 12U; 2 minutes in length for 14U,16U and 18U. The tag-up off-side rule will be implemented in the 14U,16U and 18U divisions.

● **Game Formats:**

	Length of Warm-Up	Length of Period	Break between Periods	# of Timeouts per Game	Game Curfew ¹
10U	3:00	12:00	1:00	1	65:00
12U	3:00	13:00	1:00	1	70:00
14U	3:00	13:00	1:00	1	70:00
16U	3:00	13:00	1:00	1	70:00
18U	3:00	13:00	1:00	1	70:00

¹ For curfew purposes, game time commences when the warm-up clock begins. Curfew Application Procedures are available upon request.

● All games will be played stop time. Running time will be played at any time during the 3rd period of any game in which the score differential is 6 goals or more and only during that time, commencing immediately with the scoring of the goal that causes running time. Any time the score differential is 5 goals or less, the clock will revert back to stop time, commencing immediately with the scoring of the goal that causes stop time. The on-ice officials will have sole discretion in determining whether or not to stop the clock during running time situations should a delay occur due to extenuating circumstances (e.g. player injury).

● Teams must be dressed and ready to play a minimum of 15 minutes prior to their regularly scheduled game time (First 2 games on each rink on each day as well as all Semi-Final and Championship type games are exempt from this rule unless both teams agree to start early). If the ice is available, the scheduled game will start early. If one team does not have enough players to officially start the game at the conclusion of the warm-up, the game clock will begin to run. One goal will be assessed against the offending team for every 4 minutes that the clock runs while the team is unable to start the game. If, at the end of the first period, the offending team is still not able to start the game, the game will be scored a forfeit. ALL forfeits (not limited to this section) are scored as 6-0 in the standings in favor of the non-offending team.

● Once a combined total (both teams) of 20 penalties of any kind have been assessed in any one game, the clock will run during all stoppages of play commencing immediately when the play is stopped for the assessment of the 20th penalty, and for the remainder of that game. If during the last 2 minutes of the 3rd period of such a game the score differential is 2 goals or less, the clock will revert back to stop time during the last 2 minutes of the 3rd period while the score differential remains at 2 goals or less. All overtime periods will be played stop time, regardless of the number of penalties assessed during the game. The on-ice officials will have sole discretion in determining whether or not to stop the clock during running time situations should a delay occur due to extenuating circumstances (e.g. player injury). Championship Games are exempt from this rule.

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All Round Robin games that are tied at the end of the 3rd period will remain tied and each team will be awarded a single point in the standings. All 9th, 7th, 5th and 3rd Place Games that are tied at the end of the 3rd period will go directly to a sudden-death shootout. Use the same procedures as a Championship Game sudden-death shootout (see below). All Semi-Final and Championship games that are tied at the end of the 3rd period will play a 10-minute, 4-on-4 (excluding goalies), sudden-death overtime period. The game shall immediately terminate upon the scoring of a goal during the overtime period, and the team scoring the goal shall be declared the winner. Teams shall defend the goal that is furthest from their bench (Switch ends after 3rd period). Neither team may be reduced to less than 4 skaters (4 players or 3 players plus the goalkeeper) at any time during the overtime period due to penalties². If the game is still tied after the overtime period, a 5-man shootout will occur. All penalized players whose penalties have not expired at the conclusion of the overtime period are not eligible to participate in the shoot-out. The team designated as the home team will be given the option to shoot first or second. A team must use 5 different shooters in this round of the shootout. If the score is still tied at the end of the 5-man shootout, a sudden-death shootout will commence. Each round of the sudden-death shootout will consist of one shooter from each team. The sudden-death shootout will continue until one team scores and the other does not, at which point the team scoring the goal will be declared the winner. All currently eligible (non-injured, non-penalized) players on a team's roster, up to the number of currently eligible players on the team with fewer eligible players, must shoot once during the shootout before any player can shoot a second time in the shootout.

²In the instance where a team would normally be required to play two skaters below normal numerical strength due to penalties, man-power strength determination will revert back to 5-on-5 rules (excluding goalies) until the next stoppage of play that occurs once both teams are entitled to at least 4 skaters (excluding goalies).

Standings Tie-Breakers (once one team or more has been placed at any time during this process, return to Step 1 to break ties of any remaining tied teams):

- 1) Least amount of games forfeited
- 2) Most points accumulated during Round Robin play
- 3) Total Wins during Round Robin play
- 4) Head to Head Win-Loss-Tie record (only if all teams involved in the tie played each other an equal number of times)
- 5) Least Goals Against in games involving all tied teams (only if all teams involved in the tie played each other an equal number of times)
- 6) Goals For/Against Differential* in games involving all tied teams (only if all teams involved in the tie played each other an equal number of times)
- 7) Least Total Goals Against
- 8) Total Goals For/Against Differential*
- 9) The team that scored the quickest 1st goal of their tournament in games involving all tied teams (only if all teams involved in the tie played each other an equal number of times)
- 10) The team that went the longest until allowing their 1st goal of their tournament in games involving all tied teams (only if all teams involved in the tie played each other an equal number of times)
- 11) The team that scored the quickest 1st goal of their tournament
- 12) The team that went the longest until allowing their 1st goal of their tournament

*Goal Differential cannot exceed 6 goals for any single game (applied as goals against the winning team in that game plus 6)

Any player or Team Official who is assessed a game misconduct must serve the suspension with the team in which the suspension was incurred. If the suspension cannot be served during the tournament, the player or team official will not be permitted to further participate in the tournament. All suspensions shall be reported to USA Hockey.

Any player or Team Official who is assessed a Match Penalty will immediately be suspended for the duration of the tournament. All suspensions shall be reported to USA Hockey and SAHOF.

Profanity or excessive taunting will not be tolerated from players, team officials, parents or fans. Players and team officials will be assessed penalties in accordance with USA HOCKEY'S ZERO TOLERANCE rules. Spectators guilty of the above will be directed to leave the facility. This philosophy will be strictly enforced. Offending individuals will be barred from the Tournament Rink for the duration of the event. Rink Management and Security will enforce these removals if necessary.

Only Team Managers and Coaches will be permitted to enter the tournament registration room.

The Tournament Committee has final authority on any and all tournament decisions.

LOCKER ROOMS: Our volunteer staff will coordinate locker room assignments. Please use the locker room you are assigned for each game. The locker room will be inspected after each use. It is the responsibility of the Coaches, Players and Team Manager(s) to ensure that the assigned locker rooms are kept clean and free of damage. All trash items, including tape, food, drinks and so on, must be removed and placed in the trash receptacles. Please report any issues to the tournament staff. Any team found to be responsible for damage to locker rooms will be held financially liable. RDV, The Ice Factory and OYHA are NOT responsible for any items stolen from the locker rooms. Please do NOT leave any valuables in the locker room during games.

PUCKS: Teams will be required to supply their own pucks for warm-ups. The tournament will supply all game pucks

*****IMPORTANT*** START OF GAMES:** Players and team officials are directed to wait until the Zamboni is off the ice, the Zamboni doors are closed and the on-ice game officials direct the teams onto the playing surface before going onto the ice. This includes remaining off the boards and remaining off the players benches while the Zamboni is still on the ice. Any team that proceeds onto the ice prior to being directed to do so by the on-ice game officials will be assessed a minor penalty for delay of game. Please clear the ice quickly after each game in an effort to keep the event running on time.

HANDSHAKE: At the conclusion of the warm-ups, teams will line up at center ice and shake hands prior to the commencement of the game.

All teams should have 2 sets of jerseys, a home (light coloured) set and an away (dark coloured) set. All players and goaltenders on each team are required to wear matching jerseys. Goaltenders are NOT permitted to wear any colour other than the colour of the team he/she is playing on is wearing for that game. That goaltender will NOT be permitted to play until the colour of his/her jersey is corrected to match his/her team. Home team wears the light colour unless the away team only has light, in which the home team will switch to dark and vice versa.

Follow the Tournament at www.hockeycentralflorida.com