



18th Annual 2017 OYHA Labor Day Tier II Invitational Youth Hockey Tournament

8U Division Playing Rules

REGISTRATION DOCUMENTS REQUIRED

1. **Pointstreak Excel Roster Form** – completed with all players, jersey numbers, and coaches (This Excel spreadsheet is attached for your convenience)
2. **USA Hockey Roster**-this can be approved, or not approved
 - If approved, this is the only documentation needed, as it verifies USA Hockey membership and DOB
 - If not approved, you **MUST** also bring birth certificates for proof of DOB if DOB column is not verified on your roster

PLAYING TIME OF GAMES AND GAME FORMAT

3. **WARM-UP:** There will be a 2:30 warm-up period before the first game in the block. Once the first game is over, the clock will be set to 2:30 to allow for a warm-up for the 2 teams that are coming on fresh. The other 2 teams will go to their benches and prepare for their second games. At the conclusion of the second games, there will not be a warm-up, and we will go directly into the 3rd games of the block.
4. **GAME LENGTH:** Each game in the 1st 3 Blocks will be 18 minute games. Teams will NOT switch ends. In the 4th block, each game will be 2 halves of 18 minutes.
 - The 6th v 5th game will play their 1st half, then sit for the middle 18 minutes in the block, then return to the ice for the 2nd half of their game
 - The 4th v 3rd game will be played with a 1-minute break between halves and teams will switch ends
 - The 2nd v 1st game will be played with a 1-minute break between halves and teams will switch ends
5. **SHIFT LENGTH:** Shifts will be regulated by a 90-second horn at which time both teams will be required to change.
6. **TIED GAMES:** All games that are tied after 18 minutes will end in a tie. The only exception being the 2nd v 1st game. This game will go to a 3-on-3 sudden death overtime for 2 shifts of 90 seconds. First team to score is declared the winner. No player can play both 90 second shifts. If nobody scores, we go to a sudden death shootout. 1st seed chooses who shoots first. Both teams will defend the end zone goal. No player may repeat as a shooter until all eligible shooters from the team with lesser eligible shooters has shot. Eligible shooters are all non-injured rostered players.
7. **RINK:** These will be half ice games. The rink will be divided at center ice by a temporary boards system. The goals will be placed at the normal end zone spot of a regulation rink, and the other goal directly opposite it near the center divider equal distance from the divider as the other goal is from the end boards.
8. **BENCHES:** The 4 teams playing the game will occupy the players' benches. The Rinks as well as Home and Away teams' locations on the benches will be clearly marked on the glass behind the benches. The 2 teams not playing must clear the bench area, and may occupy the space next to the benches along the boards on the outside of the rink.
9. **FACE-OFFS:** these will take place at the start of the game, the start of each shift, and after goals.



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10. **STOPPAGES BY GOALTENDER:** If a goalie freezes the puck, the official shall blow the whistle and the defending team shall be given possession behind their own goal. They must start from behind their own goal line. The attacking team must retreat and allow the defending player 15 feet of space prior to forechecking. This “space” is entirely up to the discretion of the referee who shall operate with the directive of allowing the defending player ample opportunity to make a play. The referee is provided with the ability to stop play if the attacking player did not allow the defending player enough space, and start the play over again and give the puck back to the defending team behind their own net. The referee also has full authority to assess a delay of game penalty if he/she determines this act to be intentional to kill of game time.
11. **ALL OTHER STOPPAGES:** any stoppages occurring for any reason not covered in rules 8 or 9 shall result in the team not causing the stoppage to be awarded possession at the last play location, and be given the 15 feet of space to start play as defined in rule 9.
12. **ERRANT PUCK FROM OTHER RINK:** Should a puck from one rink end up on the other rink, the official should attempt to remove the puck from the ice without interruption of play. However, if the errant puck from the other rink interferes with play in any way, play shall be stopped, and the team in possession at the time of the stoppage shall maintain possession once the errant puck is removed and play is resumed.

PENALTIES

13. **PENALTIES:** Any penalty called during the game will result in a penalty shot for the non-offending team. At the end of the game, the total number of penalties assessed to each team will be totaled, and the team with less penalties will be awarded penalty shots numbering $\frac{1}{2}$ the difference in the assessed penalties. A half shot can obviously not be taken, so it is 1 shot for every 2 penalties assessed difference. Penalty shots awarded will not be taken once the score differential reaches 6.

MISCELLANEOUS

14. **LOCKER ROOMS:** The locker room assignments will be posted at the rink. We ask that you adhere to the posted locker room assignments.
15. **READY TO GO:** Please have your team dressed and ready to play 15 minutes prior to the scheduled start time of your block.
16. **ENTERING THE PLAYING SURFACE:** All players and coaches are required to wait until the game officials wave the players onto the ice prior to entering the playing surface. Failure to do so will result in a delay of game penalty against the offending team.
17. **USA HOCKEY RULES:** Any rule that is not covered in these rules will be subject to the rules of USA Hockey and those of the 18th Annual 2017 OYHA Labor Day Tier II Invitational Youth Hockey Tournament. This includes but is not limited to the points system, standings and tie-breakers.

18. THIS IS THE MOST IMPORTANT RULE: HAVE FUN!!!