

# 2018 J.A.M. Snowbelt Tournament Rules and Regulations

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## Administration

All rules established and published by USA Hockey and NYSAHA shall apply except as modified herein:

The constitution and by-laws established by the Snowbelt Hockey League Inc. shall apply.

**The Zero Tolerance Policy will be in effect for all games in order to maintain the integrity and the intent of USA Hockey. Any player, coach, parent or spectator who is removed for Zero Tolerance shall not return for the remainder of the J.A.M. Tournament.**

A tournament Director shall be appointed at each tournament for each age division. The Director will ensure that the Rules & Regulations set forth have been and are upheld. The Director will keep track and report to the Snowbelt Scheduler each day game results and standings for the tournament; therefore, determining a winner.

All Coaches MUST sign in for their first game. Any coach who has not signed in will not be allowed on the bench. Any coach who is not on the Snowbelt-authorized roster will not be allowed on the bench.

Teams must be prepared to take the ice at least fifteen (15) minutes prior to the scheduled start of each game. No players shall be on the bench unless they are in uniform.

Only (4) coaches and (20) players listed on the 1-T roster will be allowed on the bench. NO PLAYER sitting due to a Game Misconduct or Match Penalty is allowed on the bench. Injured Players must wear a uniform (jersey) & helmet and be listed on the 1-T roster to be on the bench.

The format for the tournament shall be Round Robin Play. If five (5) or less teams exist, there shall be one (1) division. If six (6) or more teams exist there shall be a minimum of two divisions, with Semi-final games to determine the finalists.

Whenever possible, the home team (as selected by the tournament director) shall wear white or light sweaters. The visiting team shall wear black or dark colored sweaters.

Only regulation equipment, as established and published by USA Hockey, shall be worn for all games. Mouth guards shall be worn by PeeWee age players and above.

## Point Format

- All tournaments shall use the “Five (5) point System” during Round Robin Play. Five (5) points are awarded per game as follows: Two (2) points for a win, One (1) point for a tie, and one (1) point for each period won. Half ( $\frac{1}{2}$ ) points will be given for a period that ends in a tie.
  - If in a 6 team tournament the 3<sup>rd</sup> place team in a bracket has 2 or more wins in J.A.M tournament play, the 2<sup>nd</sup> place team of the other bracket has 1 or fewer wins in J.A.M. tournament play, AND the 3<sup>rd</sup> place team won the head-to-head game against the 2<sup>nd</sup> place team; the 3<sup>rd</sup> place team shall take the place of the 2<sup>nd</sup> place team of the other bracket in the Semi-final games.
- Each team may earn 1 Fair Play Point per game if their Penalties in Minutes are equal to or below the numbers listed in the following chart. The fair play points will be used as a tie breaker.

Fair Play Point Penalty Thresholds	Penalty Minutes & Game Misconducts
<ul style="list-style-type: none"> <li>• 10U Squirt: 5 minutes</li> <li>• 12U PeeWee: 9 minutes</li> <li>• 14U Bantam: 11 minutes</li> <li>• 18U Midget: 15 minutes</li> </ul>	<p><i>See the "Game Play" section for Penalty lengths for each age classification.</i></p> <p>Any Game Misconducts or Match Penalty automatically forfeits the Fair Play point regardless of PIM for the rest of the game.</p>

- Any team that forfeits a game during tournament play shall forfeit any remaining games scheduled for the tournament.
- Any teams receiving a bye can only receive a maximum of four (4) points. Bye games shall be considered a forfeit for determining points earned.

## Round Robin Tie Breaker

Only games played will be used in determining tie breakers. Ties shall be broken as follows:

1. Head to head tournament play between tied teams. (If three (3) or more teams are tied and all tied teams have played each other in tournament play, each team's record against all tied opponents will be used.)
2. Fair play points earned during J.A.M. tournament play
3. Goal Differential: Total goals scored minus goals allowed in round robin games. (A maximum of six (6) goals shall be awarded per game.)
4. Fewest penalties (minor & major only) in J.A.M. tournament play
5. Fewest goals allowed overall in J.A.M. tournament play
6. Season standings – highest seed continues
7. Coin Toss

## Game Play

All games shall be played according to the Snowbelt League By-Laws 8.01 and 9.01.

Games shall be three (3) periods in length.

Period Length:

- 10U Squirt – each period 12 minutes
- 12U PeeWee, 14U Bantam, & 18U Midget – each period 15 minutes

Penalty Length:

- For twelve (12) minute periods:
  - Minor – 1:30
  - Major – 5:00
  - Misconduct – 10:00
- For fifteen (15) minute periods:
  - Minor – 2:00
  - Major – 5:00
  - Misconduct – 10:00

The ice shall be resurfaced only prior to each game. For the championship game only, if time allows, the ice may also be resurfaced after the second (2<sup>nd</sup>) period at the discretion of the host association.

**NOTE: BY-LAW #6.04 WILL BE USED DURING ALL TOURNAMENT GAMES:**

In accordance with the Snowbelt By-Law 6.04 all players shall receive equal ice time in each game (except Goalkeepers, who may alternate games). Each Association shall monitor and enforce this regulation with its own team. Any team that violates this rule will be subject to removal from tournament play.

Any player that receives a Game Misconduct penalty for Rules 601(a), 601(d)(1), 601(d)(2), or 601(e)(3) (ABUSE OF OFFICIALS), Rule 615 (FIGHTING), or Rule 629 (LEAVING THE BENCH) will result in that player being ejected for the remainder of the tournament. Any coach or player receiving two (2) Game Misconducts during the tournament is ejected for the remainder of the tournament. Any coach or player receiving a Match Penalty is ejected for the remainder of the tournament.

### *Time Outs*

Each team will only be allowed one (1) time out per game.

### *Mercy Rule*

A mercy rule will be in effect for all games, except Semi-final and Championship games. If six (6) or more goals separate the teams at the end of the second period or at any time during the third period, running time will commence for the remainder of the game. Should the trailing team come within three (3) goals, stop time will resume.

### *Overtime*

If needed, overtime will be played in Semi-final and Championship games only. When overtime is played, it is "Sudden Death" (the team scoring the first goal wins), and the game is over. A maximum of two overtime periods (Squirts: 5 min; PeeWees, Bantams, and Midgets: 7.5 min) will be played. The tournament host association will determine one or two overtime periods based on ice availability. The number of overtime periods (either one or two) must be stated by the tournament director BEFORE the game.

### *Shootout*

- Prior to each Semi-final and Championship game the coach must supply, to the tournament director or referee, the list of players for the potential first and second rounds of shoot-out (five (5) players each round).
  - If a player on the list is injured during the game the team shall replace the shooter.
  - Any player whose penalty time (or misconduct) has not expired at the end of the overtime period(s), is ineligible to participate in the shoot-out, and must be replaced.
- Each round of the shootout will be five (5) shooters per team. If after the first round there is a tie, a second round of five (5) shooters per team shall be used. If after two rounds there is still a tie, then additional rounds of (5) shooters each shall be used until the tie is broken.
- A team cannot reuse a shooter until either team uses every player on the bench. After either team depletes the bench, both teams can reuse shooters.

## **Officials**

The host association will be responsible for scheduling officials who are qualified for each level and USA Hockey certified.

### *Off-Ice Officials*

- The host association is responsible for providing a time keeper for each game.
- If the host association is unable to provide a scorekeeper, the designated "home" team shall provide the scorekeeper.
- If the host association is unable to provide penalty box operators, each team will be responsible for supplying a penalty box operator for their team's penalty box.

**The decision of the referees shall be FINAL! No protest will be accepted against the officials' decision.**

## Zero Tolerance Policy

In an effort to make ice hockey a more desirable and rewarding experience for all participants, the USA Hockey Youth, Junior and Senior Councils have instructed the Officiating Program to adhere to certain points of emphasis relating to sportsmanship. This campaign is designed to require all players, coaches, officials, team officials, administrators and parents/spectators to maintain a sportsmanlike and educational atmosphere before, during and after all USA Hockey sanctioned games. **Any player, coach, parent or spectator who is removed for Zero Tolerance shall not return for the remainder of the J.A.M. Tournament. Should a violator return the Home Organization will be contacted and the Snowbelt Board shall impose further action after a review.**

The following points of emphasis must be implemented by all On-Ice Referees and Linesmen:

### Players

A minor penalty for unsportsmanlike conduct (Zero Tolerance) shall be assessed whenever a player:

1. Openly disputes or argues any decision by an official.
2. Uses obscene or vulgar language at any time, including any swearing, even if it is not directed at a particular person.
3. Visually demonstrates any sign of dissatisfaction with an official's decision. Any time that a player persists in any of these actions, they shall be assessed a misconduct penalty. A Game Misconduct shall result if the player continues such action.

### Coaches

A minor penalty for unsportsmanlike conduct (Zero Tolerance) shall be assessed whenever a Coach:

1. Openly disputes or argues any decision by an official.
2. Uses obscene or vulgar language in a boisterous manner to anyone at any time.
3. Visually displays any sign of dissatisfaction with an official's decision including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.

Any time that a coach persists in any of these actions, they shall be assessed a Game Misconduct penalty.

### Officials

Officials are required to conduct themselves in a businesslike, sportsmanlike, impartial and constructive manor at all times. The actions of an official must be above reproach. Actions such as "baiting" or inciting players or coaches are strictly prohibited. Officials are ambassadors of the game and must always conduct themselves with this responsibility in mind. This policy extends to off-ice officials (timekeeper, scorekeeper, and penalty box operators).

### Parents/Spectators

The game will be stopped by on-ice officials when the Parents/Spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The on-ice officials will identify violators to the coaches for the purpose of removing Parents/Spectators from the spectators viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the local governing body, which could include forfeit of the game played by Parents/Spectators team. This inappropriate and disruptive behavior shall include, but is not limited to:

- Use of obscene or vulgar language in a boisterous manner to anyone at any time.
- Taunting of players, coaches, officials, or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
- Throwing of any object in the spectators viewing area, player's bench, penalty box or on the ice surface, directed in any manner as to create a safety hazard.