

2008 Columbus Day Classic "Tournament Rules"

1. All players and coaches must sign in prior to each game.
2. All players must have legal equipment. Chinstraps and Mouth Guards are required, subject to a misconduct penalty.
3. Teams must be ready 15 minutes prior to scheduled game times. Games will be started early when running ahead.
4. Teams may have up to 18 skaters and 2 goaltenders.
5. A Coach must be USA Hockey patched with a maximum of three (3) on the bench.
6. There are no time outs in Preliminary games. One (1) 1 minute Time out in Championship game per team. This includes game and overtime.
7. There is no tolerance for fighting. *Players involved in fighting will be ejected and awarded a Game Misconduct.*
8. **PENALTIES: Minor** = 1.5 minutes **Major** = 5 minutes **Misconduct** = 10 minutes.
Game Misconduct = Ejection plus and additional Tournament game suspension
2nd Game Misconduct = Ejection from the Tournament
9. Any player who receives four (4) penalties in a game will receive a game misconduct.
10. During any game, if the total number of penalties reaches 15, running time will immediately commence. The clock will run for the remainder of the game except for the last two (2) minutes of the third period if the deficit is three (3) goals or less in which stop time will resume.
11. **Mercy Rule:** If at the end of two (2) periods a team is trailing by 5 or more goals, running time will commence. Once the deficit drops below five (5) goals, stop time will resume.
12. All games will consist of three (3) 12-minute periods, following stop time rules, except where governed by rules above.
13. **Awards:** Individual awards will be presented to the Champions and Finalists in each flight; presented after each championship game.

PRELIMINARY GAME STANDINGS

(1st and 2nd Place Teams will play in the finals)

Regulation Win = 2 points **Regulation Tie** = 1 points **Regulation Loss** = 0 points

Standing Ties will be broken in the following order:

1. Head to head competition (all teams in a division would need to play each other to use this tie-breaker)
2. Lowest total goals against
3. Most periods won (for this time breaker, 1 point for each period won, .5 tie, and 0 loss)
4. Highest goal differential (goals for, minus, goals against)
5. Least penalties
6. Coin toss

CHAMPIONSHIP GAME OVERTIME

If tied at the end of regulation, sudden first goal victory overtime will immediately commence as follows:

1. A 2-minute running time period; 4-on-4 plus goaltenders
(no changes on whistles in OT, on the fly or at the end of that overtime only)
2. If still tied, another 2-minute running time period; 3-on-3 plus goaltenders
3. If still tied, a one-minute running time period; 2-on-2 plus goaltenders
4. If still tied, another one-minute running time period; 1-on-1 plus goaltenders
5. If still tied, there will be a shoot-out. Each team will designate 3 players who will each shoot in penalty shot fashion till all 3 players from both teams have taken a shot. Any goals scored will be added to score. Teams will alternate with home team going last.
6. If still tied after the first shoot out round, shoot-out format will continue until there is a winner. Different players must be chosen for each additional shoot-out.

If penalty minutes exist at the end of regulation: The team will remain one man short for the balance of the penalty. Same rules apply if a penalty is awarded during the Overtime. Example A 4 on 4 would become a 4 on 3, a 3 on 3 would be a 3 on 2, etc. till penalty expired. A team in OT would have a minimum of one player. If a player received a penalty in a (1) player situation, that player would be out for the remainder of the OT's including shootouts. Another player from the bench would replace them for the time remaining time in that OT. Officiating Decisions shall be deemed final and no "Game Protests" shall be awarded. Rule interpretations are the discretion of the Tournament Director (or Acting-Tournament Director if Director is not present).