

2011 Labor Day Tournament

Tournament Rules (abridged)

USA Hockey rules will apply to all play except as noted herein.

Locker room assignments can be found on the monitors. Locker room keys will be made available at the Arena's Front Counter. You will be required to leave a Driver's License with the Attendant.. If you find any damage to the locker room upon entering, please report it immediately or your team could be liable for the damages. Teams need to vacate the assigned locker room within 30 minutes following the game.

Teams need to provide one individual over the age of 18 to serve as their own team's penalty box attendant for each game. This individual is required to abide by the USA Hockey guidelines for serving as an off-ice official.

Each team is guaranteed a minimum of four (4) games.

All teams must be ready to begin play 5 minutes prior to the scheduled game. Games will not start before the schedule time. Failure to take the ice and begin play when ordered by the on-ice official will result in a forfeit by the offending team(s).

Games will be 17-minute stop clock. Only Midget AAA games will have an ice cut between the 2nd and 3rd periods. One 30 second timeout per game/per team will be permitted.

If at any time during the game the goal differential between the teams reaches 7, the game clock will immediately go to running time and will not stop for any reason other than at the discretion of the on-ice officials until the game ends or the goal differential becomes less than 7. Penalties during running time and stop-time will be of the same duration. Maximum difference in all tie-breakers is 7 goals.

There is NO Overtime. Games can end in ties. Points will be awarded in the following manner for all games:

Win = 2 points

Tie = 1 Point

Loss = 0 points

Tiebreakers for ALL Divisions: **Two Teams Tied in Points**, first tiebreaker will be head to head competition. If teams played to a tie against one another, then

Highest total GF-GA

Highest GF/(GF+GA) (i.e. max is 1, if all games are shut-outs)

Fewest Penalty Minutes

Tie-breakers for ALL Divisions: **Three or more Teams Tied in Points or if two teams have not played against one another**, tie-breaker will NOT be head to head competition, but overall record of the teams

Highest total GF-GA

Highest GF/(GF+GA) (i.e. max is 1, if all games are shut-outs)

Fewest Penalty Minutes

There will be no Formal Championship Games

Teams are guaranteed 4 games, with the possibility of a 5th game for some teams as ice availability warrants.

3 Team Divisions – (TBD)

- Double round-robin.

4 Team Divisions – (TBD)

- Three game round-robin.

Final Games

- Seed #1 vs. Seed #2
Seed #3 vs. Seed #4

5 Team Divisions – (TBD)

- Four game round-robin.

6 Team Divisions – (TBD)

- Three game cross-over.

Final Games

- Seed #1 vs. Seed #2
Seed #3 vs. Seed #4
- Seed #5 vs. Seed #6

7 Team Divisions – (TBD)

Four game hybrid.

- Group "B" teams B1 vs. B2
- Group "B" teams B3 vs. B4
Group "A" (3 teams) vs. Group "B" (4 teams) cross-over

8 Team Divisions – (TBD)

- Four game cross-over.

The Tournament Director, Tony Zasowski, (408-218-9255) will administer any tournament schedule changes, interpretation of the rules, player eligibility, disciplinary action and all other disputes and resolutions. All decisions will be final.