

SUMMER WARM-UP 2009

VARSITY HIGH SCHOOL TOURNAMENT

COMPETITION RULES

- Playing Rules:** USA Hockey Official Playing Rules. Except where noted.
- Playing Time:** Game time: 60:00
Warm-up: 3:00 run time.
Periods - 3: 12:00 stop time periods.
Period break: 1:00 run time.
Time-outs: :30 one per-team per-game .
- Penalty Time:** Minor: 2:00 stop time.
Major: 5:00 stop time.
Misconduct: 10:00 stop time.
- Game Misconduct:** Minor & suspension for the balance of that game, and the next game.
- Match Penalty:** Suspension for the balance of the game, tournament, and referral to the responsible league officials.
- Officials:** On-Ice: 2 -Referee, Championship Round 1 - Referee, 2 - Linesman
Off-Ice: 1-Timekeeper provided by tournament, Home team provides scorekeeper, Each team provides one-penalty box gate keeper.
- Protests:** Playing Rules/Tournament Rules:
a) Referee's judgment calls are non-protest actions.
b) Referee's decisions that are in conflict with non-judgment rules may be protested.
c) Protests may only be lodged by the Head Coach and be filed within 1-hour of the conclusion of the game in question.
d) The burden of proof in all protests is on the person lodging the protest.
e) Protests can be received only by the Rules Chairman and the rules committee's decision is final.
- Scoring System:** The tournament is an open format game point system. **NO TIES! All games tied at the end of regulation play will be decided by a Sudden Death Shootout.** If a tie exists at the end of regulation play, a five man "Sudden Death" Shoot Out will commence. The Home Team will choose to shoot first or second and the first unanswered goal wins the game. Penalized players, who have not completed their penalty obligation, will not be allowed to participate in the shoot out. Head Coaches must submit a five man shoot out list prior to the start of the game. Failure to do so will result in a 2:00 minor penalty for Delay of Game.

2-points for game win.
0-points for game loss.
- Seeding Tie Breakers:** To determine seeding for trophy games: If only two teams are tied using the point system, then the total points acquired in any head-to-head game will determine the tie-breakers. If head-to-head does not break the tie or if more than two teams are tied, the following will be used to determine position - after adjusting the score of the winning team of each game to a maximum of five goal differential:

a) Subtracting goals-against from goals-for with the position being determined in order of the greatest surplus.
b) If still tied, dividing goals-for by goals-against with the position being determined in order by the greatest quotient.
c) If still tied, then the fewest goals allowed will determine position.
d) If still tied, then the fewest penalty minutes (10 minutes for a game misconduct) will determine position in head-to-head competition.

If a tie still exists, then (a) through (d) will be applied, in order, for the last game played, then the first game played until the tie is broken.