

Mountain States Renegades Youth Hockey Mountain States Renegades Invitational

Welcome to the Mountain States Renegades Invitational and thank you for your interest in our tournament. The goal of our tournament is to promote the enjoyment of ice hockey, the ideals of good sportsmanship, teamwork and fair play. The following rules are designed to help us accomplish that goal.

First and foremost, we will be enforcing our zero tolerance policy. Fighting or abusive behavior and language by players, coaches, team officials or spectators will not be tolerated. Any actions that are deemed abusive or detrimental to fair play and sportsmanship will result in the immediate removal of the offending party from the arena.

GENERAL TOURNAMENT ADMINISTRATIVE MATTERS:

1. This tournament is a sanctioned USA Hockey event and is designed to include recreational and travel competitive teams in the following USA Hockey 2009 age classifications: Squirt B, Squirt C, PeeWee A, PeeWee B, Bantam A and Bantam B.

- a) ENTRY FEES ARE \$550 for Squirt and PeeWee teams and \$600 for Bantam teams. All fees must be payable with a money order or check. (Mail application and entry fee to tournament contact as listed on application) A minimum of four teams per division will be accepted in the tournament. Tournament refunds will be promptly returned to those teams not accepted. No refunds will be returned after teams have been accepted. There will be no admission fee charged to spectators at this tournament.**
- b) A tournament barbeque will be held during the tournament for all tournament participants.**
- c) Except as altered by Tournament Rules & Format, USA Hockey rules will govern hockey play**
- d) Teams will plan travel around the dates of the tournament with games beginning at 4:00pm of the first day of the tournament. Tournament games will start on Friday of the selected weekend and will finish on Sunday of the selected weekend. We will do our best to accommodate out of state team travel by not scheduling those teams to play in the first game of the tournament.**
- e) All games will be played at Mountain States hockey rink in Greeley.**

- f) Teams selected to play are required to stay at sponsored hotels. Lodging to be posted on the website. Failure to do so will result the team not being allowed to play.
- g) Each team is guaranteed 4 games with a maximum of 5 games. There will be a minimum of four teams at each level and no more than 12 teams.
- h) Locker Rooms will be assigned the day of. Locker rooms will be checked before and after competition. Lockers rooms damaged or trashed will result in a \$400 fine or costs of the damages which ever is higher.
- i) Selection of teams will be made after application deadline. All applications must be received by application deadline as posted on the application. The following information is requested for team selection:
 - Completed tournament application
 - Team Tournament Roster
 - Tournament Fee
 - Signed Code of Conduct
- j) All tournament teams are required to have both a light and dark colored jersey. It will be the responsibility of the home team to wear their colored jerseys and the visiting team to wear their dark colored jerseys. If there is a question of which uniforms particular teams will wear because of color clashes or uniform availability, the Tournament director will make the determination of which team wears what.

2. Sportsmanship: Mountain States Youth Hockey Association stresses sportsmanship. Fighting, abusive behavior or unsportsmanlike conduct by players, coaches or parents will not be tolerated on or off the ice. Such conduct will be grounds for disqualification from the tournament as determined by the tournament director and/or the site director. Referees have the authority to direct the removal of any player(s), acting in an objectionable and/or unsafe manner on the ice. In addition, the game referees in conjunction with the tournament director, have the authority to end any game at the time they feel that continuing that game would endanger players or violate Mountain States Youth Hockey Association's stated policy on sportsmanship. The tournament director and the site director will determine the outcome of any such game. Tournament and/or site director reserve the right to remove anyone from the Mountain States Ice Hockey Arena, whose actions are detrimental to fair play and sportsmanship.

3. Credentials: All teams and players must be registered with USA Hockey. The Credentials will be verified one hour before your first scheduled game for each team. All coaches must sign the score sheet with their coaching number prior to game time. This must be completed and/or verified prior to the team taking the

ice. Team managers will report to the check-in table at the scheduled rink.

Required documents include:

- a) USA or Canadian team registration
- b) USA Hockey or Canada certified player roster
- c) Birth certificate for each rostered player of the Youth Athlete Classification (Boys/Girls)
- d) USA Hockey Consent to Treat form for each rostered player (Tier 1 and Tier II teams only)
- e) Other documents pertinent to team activities and player eligibility
- f) Medical History form (usually on the reverse of the Consent to Treat Form)
- g) Waiver of Liability, Release Form
- h) Emergency numbers for players; alternate contacts
- i) Release from prior association (as required)
- j) USA Hockey Insurance Booklet
- k) Travel permits as required

4. Rosters: Final rosters must be provided to the Tournament Director no later than

Sept 18 for Squirt B
Oct 9 for Squirt A
Nov 1 for Bantam A
Dec 4 for PeeWee A
Jan 22 for PeeWee B and Bantam B

No roster changes will be permitted beyond this deadline.

5. Awards: Team awards will be awarded for 1st and 2nd place in each division.

6. Damage to Rinks and their Facilities: Repair and replacement costs involved with any damage done to any property at any ice arena, hotel or other facility will be the responsibility of the team(s) and the individual(s) causing such damage. Immediate arrangements for restitution must be made and violations of this rule are cause for disqualification from the tournament.

Tournament Rules & Format

1. Current USA Hockey and Colorado Competitive Youth Hockey League rules shall govern hockey play except as altered by tournament rules and format.

2. Games shall consist of 3 periods.

- a) For all levels, all 3 periods will be 15 minute stop time. If at any time during the 3rd period the score differential is 4 or more, the game clock will change to run time until the differential is reduced to less than 4. All games, unless otherwise noted, have a 75 minute curfew. If the game is

stopped at the end of the curfew, the team with the most goals shall be declared the winner of the game.

- b) There is no overtime except for the Championship games.
- c) Each team shall have a 5 minute warm-up period, which will begin as soon as the officials are on the ice.
- d) The clock shall stop on all injuries.
- e) Each team shall be allowed a single, 1 minute timeout per game, which can be called only when play is stopped.

3. Each team should arrive at the rink at least 45 minutes prior to their game. Games may start early if the ice is available and thus, teams should be dressed and ready to play 30 minutes prior to scheduled game time.

4. A forfeit shall be declared if one of the teams is unwilling or unable to play at their designated time. A team must have at least 6 players to be eligible to play a game. If a team does not have 6 players, a forfeit shall be declared.

5. All tournament teams are required to have both a light and dark colored jersey. It will be the responsibility of the home team to wear their light colored jerseys and the visiting team to wear their dark colored jerseys. If there is a question of which uniforms particular teams will wear because of color clashes or uniform availability, the Tournament director will make the determination of which team wears what.

6. Championship games shall not end in a tie. If a championship game is tied at the end of regulation time, the following rules shall apply:

- a) A 5 minute stop time, five-on-five, sudden-death overtime period shall be played.
- b) If the game remains tied after the first overtime period, a shootout shall decide the outcome. Each team shall provide the referee with a list of shooters and a goaltender from their roster. Shooters shall alternate taking penalty shots at the opponent's goaltender. The team with the most goals after 5 shots shall be declared the winner.
- c) If the game is still tied, the shootout shall continue using a different skater from each team until a winner is established. A skater may only take 1 penalty shot until the entire skating roster has taken a shot and teams must use all skaters on their roster before any of the 5 original skaters can be used again. Each team shall shoot the same number of shots. This means if the 6th shooter on 1 team scores and the 6th shooter on another does not, the team that scores shall be declared the winner.

7. For each game, 2 points shall be awarded for a win; 1 point shall be awarded for a tie, and; 0 points shall be awarded for a loss. Forfeits shall cause the non-offending team to be awarded a 1- 0 victory.

8. Tie breaker rules are as follows:

- a) **Most points acquired in head to head competition.**
- b) **Most points acquired by game wins.**
- c) **Most points acquired versus common opponents**
- d) **Fewest penalty minutes in all games played.**
- e) **Fewest goals allowed for all games played.**
- f) **A coin toss in which a Tournament Director assigns “heads” to one team and “tails” to the other.**

9. After scheduled game play is completed, teams shall be seeded based on point standings.

10. Tournament Format (4 team divisions)

- a) **Teams will be placed into a single pool.**
- b) **Teams will play each of the other teams once. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).**
- c) **Championship & Consolation Games. The top two seeded teams, after round robin play, will advance to the Championship game. In 4-team divisions, the 3rd and 4th seeded teams will play in a consolation game.**

11. Tournament Format (6 team divisions)

- a) **Pools. Six teams will be divided into two pools of three teams each.**
- b) **Round Robin. Teams will play each of the teams from the opposite pool once. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).**
- c) **Playoff Round. After conclusion of the round robin, the two teams with the highest point totals will meet in the championship game. The remaining four teams will play in consolation games. The consolation games may be set to give teams the opportunity to play teams they have not previously faced in the tournament instead of by seedings. This will be at the discretion of the tournament director.**

12. Tournament Format (8 team divisions)

- a) **Pools. Eight teams will be divided into two pools of four teams each.**
- b) **Round Robin. Teams will play each of the teams from their pool once. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).**
- c) **Playoff Round. After conclusion of the round robin, the teams with the highest point total in their pools will meet in the championship game. The remaining teams will play in consolation games.**

13. Tournament Format (10 team divisions)

- a) Pools. 10 teams will be divided into two pools of five teams each.
- b) Round Robin. Teams will play each of the teams from their pool once. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).
- c) Playoff Round. After conclusion of the round robin, the two teams with the highest point total in their pools will meet in the championship game. There will be no consolation games.

14. Tournament Format (12 team divisions)

- a) Pools. 12 teams will be divided into 3 pools of 4 teams each.
- b) Round Robin. Teams will play each of the teams from their pool once. After round robin play is completed, teams will be seeded based upon point standings (and tie-breakers if necessary).
- c) Playoff Round. After conclusion of the round robin, the two teams with the highest point total will meet in the championship game. The remaining teams will play in consolation games.

15. All protest and grievances shall be ruled on by the Tournament Director and 2 members of the protest/grievance committee. The Tournament Director reserves the right to make the final decision regarding the interpretation of the tournament rules and shall act in the best interest of the players, coaches and the game in general. The Tournament Director's decisions are final and not subject to appeal.

16. No protests shall be allowed for:

- a) Referee's judgment calls on the ice, and off-ice official's actions;
- b) Interpretation by the officials of the playing rules;
- c) Misunderstanding the tournament rules as specified in the tournament package.

17. Issues relating to officiating are not subject to the jurisdiction of the Tournament Director. A written protest must be submitted within an hour after the conclusion of the game in protest along with a check for \$200.00 (the check will be returned if the protest is successful). The protest/grievance committee's decisions will rule on the protest. The committee's decisions are not subject to appeal.

18. All Game results will be posted on Pointstreak within 24 hours of Game.

Code of Conduct

- **Fighting:** Automatic ejection for the duration of the tournament.
- **Major Penalties:** Any player, coach or manager receiving 2 major penalties of any type shall be expelled for the duration of tournament play.
- **Travesty:** Any player, coach, manger, parent or observer found to be making a travesty of the game should be expelled for duration of tournament play.
- **Abuse:** Any player, coach, manager, parent or observer found to be abusive towards any tournament official shall be expelled from further tournament participation and observation.
- **Ejection:** Any player ejected from a game for any reason shall remain in the team dressing room for the duration of the game. Failure to do so will result in expulsion from the tournament.
- **Game Misconduct:** Fighting is automatic termination of tournament play. The Tournament Directors and Officials will review other Game Misconducts prior to next game, with the possibility of termination of tournament play.

I, _____, coach of a participating Mountain States Invitational team, acknowledge that I have read and accept the above stated rules for the tournament and will make the players and parents of our team aware of them.

(Participating Tournament Team Coach)

Date

(Team)

(Association)