

Lakeville The Blast!



Lakeville, MINNESOTA
February 10-12, 2012

Welcome to the 2012 Blast Tournament

On behalf of the Lakeville Hockey Association we wish a warm welcome to all participants, family and friends to the 2012 Bantam Blast Tournament.

We are pleased that you are joining us in what we hope to be a great tournament. It is through hard work from our volunteers, coaches and sponsors that we are able to make The Blast tournament possible. We encourage you to take time to patronize these businesses and let them know how much you appreciate their support.

On behalf of the Lakeville Hockey Association and the Tournament Committee, we hope you have a safe and enjoyable weekend. Play hard, have fun and we are sure you will enjoy a great hockey experience this weekend.

Best of luck to all teams!!

Sincerely,

Chad Krueger
Tournament Director

Lakeville Hockey Association Invitational Tournament Rules and Regulations 2012

- All games will be played according to USA Hockey Rules as modified by Minnesota Hockey.
- Twenty players may be rostered and dressed by each team for each game. No more than four coaches with appropriate USA Hockey certification will be allowed in the players' box while game are in progress. A game roster must be furnished to the scorekeeper twenty (30) minutes prior to game time.

NOTE: *Absolutely NO FIGHTING will be tolerated during games in this tournament. Referees are instructed to eject from a game any player who drops his stick or gloves or otherwise engages in fighting – regardless of provocation. Flagrant fighting, or deliberate action to injure, determined at the sole discretion of the referee in charge may result in disqualification of the offending player from the tournament.*

- USA Hockey facemask and mouth guard rules apply. Canadian teams must wear protective equipment as designed by CAHA.
- Any spearing, butt ending or intent to injure will be a five (5) minute Major and tournament disqualification (at the discretion of the referee).
- Any abusive language or conduct toward game officials by players, coaches or managers will result in a minor penalty plus a game misconduct. If occurring after the game, player, coach or managers will be out the entire next game.
- Any player who is currently a member of any High School A or B team, either in the United States or Canada, will not be allowed to play in this tournament.
- "Properly" certified team roster must be submitted to credential personnel and approved at the registration check-in. Roster, once submitted is final. No player may play on more than one team in the tournament regardless of registration, this includes a spare goaltender.
- No team will be permitted to compete without **PROOF OF INSURANCE**. LHA, and officials, the arena operators, and all personnel connected with the tournament shall not be held liable for injuries sustained during the tournament.
- All decisions of the referees are final. **NO PROTESTS ARE ALLOWED.**
- Should a player obtain a total of five (5) penalties during the play of any game, the player will be ejected from that game and the team's next game.
- USA Hockey registered referees are scheduled to officiate according to MN Hockey rules.
- Certified Medical Attendants will be in attendance at each game.
- All teams must play in the division in which the team is registered.
- All coaches must present up to date coaching certification cards at the proper level they are coaching.
- Please note that Minnesota Hockey ages are based on a July 1 through June 30 year, which is different than USA Hockey, which goes by the year (January 1 through December 31). The age difference could result in a six-month age difference between teams of Minnesota and other states and Canada.

Team Registration will be at Ames Arena in the Conference Room. Please have this done 60 minutes prior to your first game. Each team will need a representative to register your team. **Birth Certificates (MN teams not required), Certified USA Hockey Roster, Consent to Treat forms for players and coaches, any Player Waivers and Coaches Certification cards** are required.

Note: Zero Tolerance policy enforced for spectators as well as players and coaches.

RELEASE OF LIABILITY:

The tournament, its' officials, arena facilities, and all personnel connected with the tournament shall not be held liable or responsible for any injuries, losses, or damages that may be suffered by a player, coach, manager, or spectator during the tournament. Participation in the tournament will constitute acceptance of these terms.

ATTENTION COACHES:

The ice time available for each game is one hour and fifteen minutes (75 minutes). With this much ice time allotted, these guidelines will be followed so as to keep the games on schedule.

1. General Information:

- a. All players and team officials must sign in at the check-in area and be prepared to play 30 minutes prior to game time. Five sets of scoring labels must be provided at check-in.
- b. Only certified coaches are allowed on the bench, no more than 4 coaches will be allowed in the players box.
- c. All players on the bench, including players not dressed to play in the game, must wear a helmet, facemask & team jersey

2. Uniform Colors: The **HOME** team will wear white jerseys. (Lakeville teams are **ALWAYS** home team)

3. Warm-ups:

- a. Be ready to go on the ice at your designated times.
- b. Only four minutes will be allowed for the warm-up.
- c. No pucks will be allowed on the ice after the warm-up or between periods, with the exception of an injury to a goaltender, or if the team uses its timeout to warm-up a replacement goaltender.

4. Ice Resurfacing: Games will start with clean ice and no resurface between periods.

5. Length of Periods:

- a. Fourteen (14) minute stop time play.
- b. One sixty (60) second time out per team per game
- c. Overtimes – see below.

6. Penalties:

- a. Minor 1:30 minutes
- b. Major 5:00 minutes
- c. Misconduct 10:00 minutes
- d. Fighting Player out for the remainder of the game and all of the next game, plus five (5) minutes major.

7. Rest Periods:

- a. One minute between periods
- b. One minute before overtime

OVERTIMES: (Semi Final and Championship games only)

If at the end of regulation play, the score is tied, the following steps will be taken to determine a winner:

- 1. There shall be a one-minute rest period before the beginning of the overtime.
- 2. The overtime period shall last five minutes and be played with four skaters per team (4 skaters and a goalie). The first team to score in the overtime period shall be declared the winner.
- 3. If the teams are still tied after the five-minute overtime period, a shoot-out will determine the winner. The shoot-out shall consist of five players from each team with the VISITING team shooting first. Best out of five wins.
- 4. If still tied, the shoot-out will go to a "sudden death" format, with each team having an equal number of chances. Each team will select one shooter, the shooters for both teams will be given the opportunity to shoot. As soon as one team scores and the other team does not, the game is over. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used. The sudden death shootout will continue until a winner is determined.

EXCESSIVE LEAD RULE:

Should, in any game, total goal separation between teams become **Six (6)** goals or greater after two periods of play, running time will commence. If the goal differential becomes less than 6 goals, then stop time shall begin again. The clock will be stopped in the event of an injury or rink problems at the referees discretion.

Your help in following these guidelines will be appreciated!

TOURNAMENT FORMAT

The Lakeville Tournaments will be conducted using the round robin pool format. Each level will be divided into 3 pools. Each team will play the other teams in their pool. The winners of each pool and the highest wildcard finisher will then advance to Championship day. On Championship Day, the four teams that advanced from round robin pool play will play in semi-final games. The winners of the two semi-final games will advance to the Championship game. The losers of the semi-final games will play in the 3rd place game.

Round robin games will be 14:00 minute stop time periods with run time being applied in the third period if there is a goal differential of 6 or more (all games).

The Tournament Director shall have the discretion to go to running time at any time after considering such factors as importance of the game, goal differential, time remaining for games later in the day, etc.

For all games the ice will be resurfaced once before each game. The Tournament Director shall have the discretion to modify the resurface schedule as time and/or conditions warrant.

One Time out will be allowed per game per team (all games). Time outs will be one minute in duration.

All games played in the round robin pool play will be played to win, loss, or tie. There will be no overtime played in round robin pool play.

Pool play points: 2 points will be awarded for a win
1 point for a tie
0 points for a loss.

Pool winners and Wildcard place finishers will be determined in the order of the following criteria:

1. Total points
2. Head-to-head competition
3. Goal differential (difference between goals scored and goals scored against to a maximum of 6 per game)
4. Fewest goals allowed
5. Fewest penalty minutes served
6. Coin Toss

In the case of a 3-way tie 1st place will be determined first and then the remaining teams will reset for 2nd place determined by the tie-breaker criteria order detailed above.

All games played on Championship Day will be played to either win or loss. If the game is tied after regulation play a 1 minute rest period will then be followed by 5 minute run-time sudden death overtime with 4 skaters and a goalie per team. If the game is still tied after the first overtime period a 1-minute rest period will be followed by a shootout to determine the winner. Each team will field 5 (five) skaters that will shoot against the opposing team's goalie. The team that scores the most goals during the first shootout will be the game winner. If still tied a sudden death shootout with 1 (one) different skater will be used until a winner is determined.

The Blast!

Host Ice Arenas

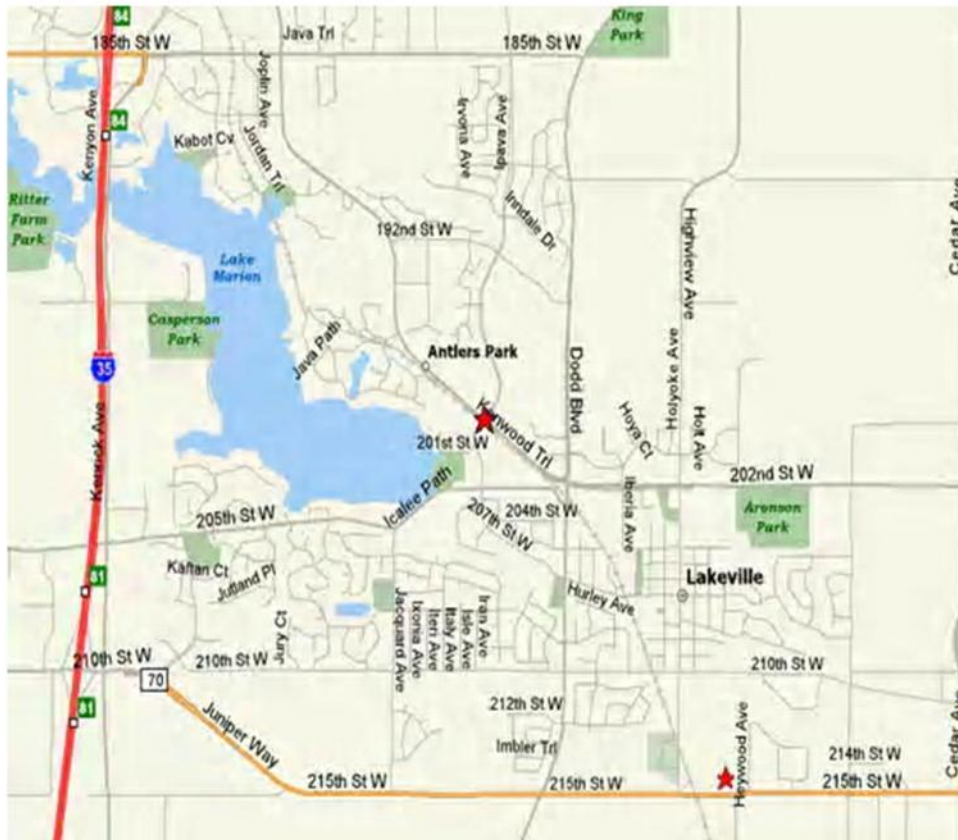
Ames Arena (star in the middle of the map)

Lakeville Ames Arena
19900 Ipava Ave.
Lakeville, MN 55044
(952) 985-2170

Hasse Arena (star at bottom of map)

Lakeville Hasse Arena
8525 215th St. W.
Lakeville, MN 55044
(952)985-2170

Map:



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