

Lakeville Hockey Association Invitational Tournament Rules and Regulations 2011

- 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 three 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 (20) minutes prior to game time.
- Each game will consist of three (3) fourteen (14) minute stop time periods. Resurfacing will be done after every game.
- Penalties:

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

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 that 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.

ATTENTION COACHES:

The ice time available for each game is one hour. 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.
- 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. The Top team listed in each pairing is the **HOME** team. The Visiting team will be required to wear pullovers if necessary.

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: Every two periods. Exception: Squirt, Pee Wee & Girls U10/U12 games which will start with clean ice and no resurface.

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. Rest Periods:

- a. One minute between periods
- b. Ten minutes with resurfacing
- c. One minute before overtime

OVERTIMES:

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 five skaters per team (5 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 **five** goals or greater after two periods of play, running time will commence. Running time will continue until the difference is down to **three** goals, then stop time will be reinstated. The clock will be stopped in the event of an injury or a penalty.

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.

Your help in following these guidelines will be appreciated!