

2011 Scott Benedict Memorial Thanksgiving Classic Tournament

General Information & Rules

- 1) All games will be played according to USA Hockey rules as modified by Minnesota Hockey, with the exceptions listed herein. All games will be played at the Burnsville Ice Center - two (2) ice rinks.
- 2) All teams (**Squirt, Pee wee and Bantam**) are pool play and will play a minimum of three (3) and a maximum of five (5) games in a **Round Robin Pool Play** format. Team and individual trophies will be given for 1st and 2nd places. Team trophies only will be given to 3rd and 4th places for all levels.
- 3) Twenty (20) players may be rostered and suited up per team for each game. Not more than four (4) coaches will be allowed on the bench. All teams must check-in and provide proof of eligibility by showing an official 2011-12 USA Hockey roster with age verification stamp along with Consent to Treat forms for each player prior to their first game. Waiver of Liability forms also need to be present for players/coaches not registered on-line through USA Hockey. The entry fee must be paid before the first game is played.
- 4) Teams **MUST** be ready to play **10 minutes before the scheduled game time**. Games will start early if possible so be prepared!! All rostered players will have their names announced prior to the 1st tournament game for each team and in the Championship games at all levels. **No starting line ups will be announced.**
- 5) The first (or top) team listed is considered to be the home team. **Home teams wear white (light) jerseys** unless both coaches agree to a different arrangement. The referees and scorer must be notified if changed.
- 6) Each team will be allowed one (1) one minute time out per game during regulation.
- 7) Game length (the ice will be **resurfaced every two (2) periods** for the Pee wee & Bantam levels):
 - a) Games at the Squirt level will consist of three (3) - twelve (12) minute stop time periods.
 - b) Games at the Pee wee level will consist of three (3) - fourteen (14) minute stop time periods.
 - c) Games at the Bantam level will consist of three (3) - fourteen (14) minute stop time periods.

In the 3rd period of all POOL play games, if a team is ahead by 4 goals or more RUNNING TIME will be used until the margin is lower than 4 goals. This rule does NOT apply to games played on Sunday. Also, if the tournament is running behind schedule, the Tournament Director may require that the 3rd period of any game be RUNNING TIME until the final 3 minutes. This is the sole discretion of the Tournament Director. The referees will notify both benches if this becomes necessary.
- 8) Penalties: Minor – 1:30 minutes Major - 5 minutes Misconduct - 10 minutes
Absolutely no fighting will be tolerated, for any reason, during the games in this tournament.
Fighting will result in the player being disqualified from further tournament play.
- 9) Shootout rules for teams tied at the end of regulation during POOL play for ALL levels:
 - a. The game officially ends in a tie. The shootout will involve each team selecting three (3) players who will alternate taking penalty shots. If the game is still tied after (3) players from both teams have completed the shootout, the shootout procedure will be SUDDEN DEATH with one (1) shooter for each team going until a winner is determined. A new shooter shall be used until a team has used all eligible skaters on their bench at which time a player can be used a 2nd time. Winner of shootout gets (1) extra point. That point **WILL** be used in tie-breaking formulas for pool play and seeding. Goals scored/allowed during shootout will **NOT** be used in tie-breaking formulas.
- 10) Tournament Scoring for ALL levels:
 - a. Six (6) points awarded to the winning team and three (3) points awarded to each team for a tie in regulation time.
 - b. Two (2) points awarded to the winning team of a period and one (1) point to each team awarded for a tie in regulation time.
 - c. One (1) point will be awarded to a team for producing a shut out in regulation time.
 - d. One extra (1) point will be awarded to the team that **WINS** the shootout (if needed).
 - e. The maximum possible points per game is thirteen (13). In the event of a forfeit, the forfeiting team will receive 0 points and other team will receive 12 points (score will be 4-1)

- 11) Pool winners are determined by the team with the most total points in that pool. Below, is the tiebreaking procedure if teams are tied **within a pool** after Round Robin play (**shootout goals are NOT part of totals**). If a tie involves three (3) or more teams each formula shall be applied in succession until one formula determines the position in the standings for ALL teams involved:
- The results of the games played between the tied teams in the following order:
- The points acquired (including shootout points) in the games played between the tied teams.
 - Best overall record (in regulation using all games played)
 - Goal differential using total goals scored – total goals allowed during regulation (higher number wins)
 - Goals scored divided by goals allowed during regulation (greater quotient wins)
 - If after applying the formulas of (a, b, c, d) the tie still exists; (c) and (d) shall be applied using ALL the games played by each team. If no winner is established, a coin toss will determine the winner.
- 12) After pool winners are established, the **Seeding** procedure (#1, #2 & #3) will be determined by the following: 1) Points Acquired (including shootout points), 2) Best Record (in regulation), 3) Most Wins (in regulation), 4) Goals Scored (in regulation), 5) Goals Allowed (in regulation), 6) Least Penalty Minutes.
- 13) Wild Card Team Selection will be determined after pool winners have been established. All remaining teams will be considered by comparing the following: 1) Points Acquired (including shootout points), 2) Best Record (in regulation), 3) Most Wins (in regulation), 4) Goals Scored (in regulation), 5) Goals Allowed (in regulation), 6) Least Penalty Minutes. (Bantams only: 2 Wildcards teams will be ranked – high & low)
- 14) Overtime for **Semi-final and Championship Games** for **ALL** levels:
- In the event of a tie game at the end of the regulation play, the following procedure shall be followed (all play is to start immediately and NO time outs are allowed in overtime):
- Overtime play will consist of two five (5) minute sudden death periods. Overtime will be stop time. The first period will be 5 on 5 play. If the game is still tied after the 1st overtime period a 2nd overtime period will immediately be played using 4 on 4 play. If the game is still tied after this period a shootout will determine the winner.
 - The shoot out will involve each team selecting (5) players who will alternate taking penalty shots. If the game is still tied after (5) players from both teams have completed their shoot out, the shoot out procedure shall be repeated with (5) different players. If the game is still tied after the 2nd shoot out, a SUDDEN DEATH shoot out will be used. All players are available for the SUDDEN DEATH shoot out but each player can only be used once until all skaters have shot. This process will be used until a winner is established.
- 15) If time allows – at the discretion of the tournament director – the ice will be resurfaced PRIOR to the start of the Championship games at ALL levels (and after the 2nd period for Peewee and Bantam).
- 16) There will be certified Emergency Medical Technician (EMT) present at each game. All games will be officiated by USA Hockey certified referees.
- 17) Canadian teams must wear protective equipment as designated by CAHA. District 6 teams must play by District 6 rules.