



TOURNAMENTS

RULES & REGULATIONS PACKET



DALLAS STARS TOURNAMENT SERIES

2018 BIG D SPRING BREAKAWAY

May 18th – 20th, 2018

USA HOCKEY SANCTION # 18TX14

LEVELS OF PLAY

Gold – Team is comprised primarily of advanced to elite level players.. These players may have professional (any level, including Europe), NCAA Division I and III College, Major Jr. and Junior A playing experience.

Silver - Team is comprised primarily of advanced level players who may have Junior A, B, C, Non-Varsity College (ACHA), Midget major, Prep or Varsity High School playing experience. Teams may be comparable to traditional high “B” or low “A” level adult house league teams. ****Players with any professional hockey experience will not be permitted to play Silver or below****

Bronze – These teams are comprised primarily of players with novice to intermediate hockey skills. A few of these players may have high school playing experience, but are several years removed from those levels. Most players have some youth organized playing experience up to bantam house. Some may also have little or no youth playing experience, but several years as an adult player in organized leagues. These teams would be comparable to traditional high “D” or “C” level adult house recreational teams. ****Players with any junior hockey experience or above will not be permitted to play Bronze or below****

A team may be required to move up a level if they are deemed too skilled by the Tournament Staff. The guidelines above will assist in determining if a team/player is too skilled for a particular level and are by no means a definitive criteria for play. All decisions regarding team/player eligibility made by the Tournament Staff will be final.

Players may not play in 3 different skill levels, nor may they play in a skill level that is more than one level up OR down. Even though the skill level of the participating players may differ from division to division, the Tournament Staff will treat all leagues as equal.

Players can only be rostered on 1 team and will NOT be allowed to play for multiple teams, regardless of what division the teams are in.

RULES & REGULATIONS

The Dallas Stars Tournament Series is governed by the rules of USA Hockey, and it is the responsibility of each player and team to be familiar with these rules. All tournament games are played according to the rules of USA Hockey, except where noted.

All officials that oversee tournament games are to be certified by USA Hockey. Monte Carlo Management LLC (MCM) officiates all tournament games. They are an independent organization of ice hockey officials who are registered with USA Hockey to officiate games in the Dallas/Fort Worth area. The rules of the tournament may be modified, changed or altered at any time if the Tournament Staff deems the change is in the best interest of the tournament however the Dallas Stars, nor MCM may alter any USA Hockey playing rules without permission from the Referee-In Chief. All stats and standings will be kept via HockeyShift and will be available on <http://www.dallasstars.com/tournaments>

Body checking is not permitted in this tournament. The tournament staff honors USA Hockey suspensions from other leagues and on a best effort basis, we will not allow players who are not in good standing (either for rules violations or unpaid debts) to participate in the tournament until they return to good standing. Monies and/or fees will not be refunded for periods of time when players and/or teams are suspended.

SECTION 1: THE RINK

Arena Property:

Any person causing damage to tournament facility(s) and/or tournament or facility(s) property will be fined commensurate with the damage and will be removed from the premises and/or suspended from all tournament activities and/or venues until the fine is paid in full. All persons are subject to prosecution to the fullest extent of the law.

Alcohol, Containers and Smoking:

Outside alcoholic beverages and/or glass containers are prohibited on StarCenter premises. Failure to comply will result in disciplinary action against the offending individuals, including possible suspension from the tournament. This rules applies to the dressing rooms, player area, parking lot, grounds and restaurant/bar area (outside alcoholic beverages are not allowed to be brought into the restaurant/bar area). Smoking (traditional and e-cigarettes) is not permitted in any StarCenter facility. However, chewing tobacco is allowed inside of the dressing rooms. All chew must be spit into a sealable container and disposed of properly. Chew is not to be disposed of in toilets, on the floor, or in the showers.

Weapons:

Per HB910 "Pursuant to Section 30.06, Penal Code (trespass by license holder with a concealed handgun), a person licensed under Subchapter H, Chapter 411, Government Code (handgun licensing law), may not enter this property with a concealed handgun".

Locker Rooms/Personal Property:

All teams must use assigned locker rooms posted at the front desk; on the rink TV monitors or at other locations throughout the rink. It is highly recommended that the team lock the door to the locker room while their team is playing. We strongly suggest that no valuables be taken into the arena. The Dallas Stars will not be held responsible for any items lost or stolen during the tournament. Locker room keys are available from, and must be returned to, the rink staff at the front desk. After all games, each team needs to ensure that locker room is cleaned (no remaining trash/tape/food/drink) prior to vacating it. Team representatives are responsible for all damage done to the locker room or the facility.

Accidents:

All accidents must be reported to the Manger on Duty immediately after the accident has occurred.

SECTION 2: TEAMS**Substitute Goaltenders and Goaltender Injury:**

If your goaltender is unable to make your game, it is the team's responsibility to find a substitute goaltender. Substitute goaltenders may only play with the approval of Tournament Management. If you are using a sub goalie, he/she will need to be pre-approved with a current USA Hockey number. If a goaltender goes to the player's bench due to injury or is ejected from the game, he shall retire from the ice and his place shall be taken by an alternate goaltender and no warm-up will be permitted. In the cases where an alternate goaltender is not dressed, the injured goaltender will be allowed 10 minutes to recuperate. If the goaltender is not able to return to play, the team will have 10 minutes to dress a player in the goalie gear or they may decide to play with 6 skaters. At the 10-minute mark, the puck will be dropped and play will continue regardless if the new goalie is ready or not. The player who is dressing as an emergency goalie does not have to be registered as a goalie if he is currently registered on that team's roster.

Team Sweater Conflicts:

All players must wear matching sweaters and be numbered uniquely. Each team must have a home set and an away set of jerseys to avoid conflict of team colors. No taped on numbers will be allowed. Home teams will wear light colored jerseys, away teams will wear dark colored jerseys.

Roster:

Teams must submit their Team Roster using the form/link provided prior to the start of the tournament which includes Team Name, Player First Name, Player Last Name, Player Number, Player Position, and current USAH Registration number by the requested deadline. Teams may have a roster no less than 14 players and up to 20 players, including goaltenders. Exceptions may be made on a case-by-case basis to replace players suffering tournament ending injuries. **Players must have a paid/valid/current USAH Registration number. Players can only be rostered on one (1) team and will NOT be allowed to play for multiple teams, regardless of what division the teams are in.** No player will be allowed to play if he/she has not been officially rostered with proper notice to the tournament staff. Players must have appeared on a score sheet to be eligible to play in the championship game.

Ineligible Players:

Only players registered with the tournament with a paid/valid/current USAH Registration number, and listed only on one (1) Team Roster may participate. Players who do not meet this criteria are considered ineligible. Use of an ineligible player will result in a one (1) game suspension of the offending, Player, Team Coordinator and a 1-0 forfeit by the offending team. Any player arriving after the second period has begun, will not be allowed to participate. **All players participating in the tournament must be 18 years of age or older, have proof of current USAH membership and have a signed DPSC waiver on file. There are no exceptions.** In order for a player to be eligible to play in their team's playoff game, the player must play in at least 2 round robin games.

Leveling:

Leveling within the divisions of the tournament requires a group effort between Dallas Stars Tournaments, the StarCenter Hockey Managers, as well as the Team Coordinators within their respective divisions. It is up to the Team Coordinators to maintain an appropriately-skilled roster that is suitable for the division in which his/her team plays. **You and your team must play at the level of your highest-skilled player.** Players are allowed to play in one division below or above their registered team. The Dallas Stars Tournament Series Director reserves the right to suspend a player or team from a tournament game or tournament indefinitely and to keep the registration fees of any team or player caught playing in a division lower than what they qualify for. If a team is caught rostering players that are inappropriate for their division, the Team Coordinator will be issued a tournament suspension. **Ex #1: Jon Smith playing in the Upper B division will not be allowed to play in Upper C division. He would only be permitted to play in the Lower B division or the Lower A division.**

Check-In Procedures:

Every team/player participating in the tournament will be required to check-in before each game. Players will check in at the Tournament Information Desk or Front Desk of the Dr Pepper StarCenter where their game is being held. A printed Team Roster in the format above which includes current USA Hockey numbers will be verified upon check-in. Players will be required to show a Photo ID to the Desk Manager; a Driver's License will be sufficient. Once checked in, the Player will initial the roster and game sheet next to his/her name. Only rostered players are eligible to be on the players' bench during the games.

Scorekeepers will be given the game sheet once warm-ups begin. Anyone who has not initialed the sheet will be considered absent for the game. If an individual arrives late due to traffic, weather or other inclement incident, he/she will be permitted to join his/her team after the game has started when the following takes place:

- 1) Player is listed on the official team roster with current USA Hockey registration number,
- 2) Player shows Photo ID to the scorekeeper,
- 3) Scorekeeper verifies that he/she is a valid member of one of the Teams playing,
- 4) Player initials score sheet, validating attendance for that game.

Please note that **NO** players can be added to the roster at game time; all rosters and/or roster changes must be submitted to the Tournament Series Director before the start of the tournament.

Injured Players:

If a player is cut during a game and blood is drawn, the player must leave the ice to clean and bandage the wound, prior to being allowed to continue playing in the game.

Game Sheet/Score Sheet:

A copy of the score sheet may be obtained from the tournament website after the game concludes. Do not wait on the ice surface, or in/around the player's bench, penalty box or scorekeeping area for the score sheet. **No hard copy game sheets will be handed out.** Each team representative is responsible for checking the accuracy of the score sheet. Report all discrepancies to the Tournament Series Director (tournaments@dallasstars.com) prior to the start of the next scheduled game. **The Tournament Series Director will not overturn any dispute concerning rules and / or the judgment applied by on-ice officials.**

SECTION 3: PROTECTIVE EQUIPMENT

Mandatory Equipment:

- Helmet
- Skates
- Stick
- Gloves
- Hockey Pants
- Elbow Pads
- Shin Pads
- Shoulder Pads

Highly Recommended:

- Face Shield
- Mouthpiece

Helmets:

USA Hockey Approved Helmets must be worn on the ice at all times. This includes during warm-ups and on the bench during the game.

SECTION 4: PLAYING RULES

Game Format & Length of Game:

ALL GAMES will be played on a full-ice sheet. The ice will be resurfaced before each game. Players may not be on the ice surface before the Zamboni is off the ice.

No checking is allowed. Redline will NOT be offside for 'two line pass'. Slapshots are allowed. Tag up off sides.

ALL TEAMS/LEVELS will be assigned to sixty (60)-minute time slots where three (3) twelve (12)-minute, stop time periods will be played. Teams will be given a three (3) minute warm-up before each game. There will be a one (1) minute break between each period.

Run time will occur when there is a six (6)-goal lead or fifteen (15) penalties occur during a game, regardless of the period. If the score goes back to a difference of less than six (6) goals, stopped time is reinstated. In the event that a game is being played in an unsafe manner, the referee, at his/her discretion, can end the game at any point. A full report must then be forwarded to the tournament director.

Gretzky Rule:

Any player, in any given game, cannot score more than 3 goals in that game. If a player scores a fourth goal in that game, that goal will **NOT** count and the player will receive a two (2) minute minor penalty for delay of game. Assists do not affect this rule, and the player's stats reset for the next game.

Forfeited Games:

All teams must dress a minimum of 5 skaters and 1 goaltender OR 6 skaters and no goaltender. Teams are expected to be ready to play fifteen (15) minutes prior to the scheduled start time of each game. The scorekeeper will start the 5-minute warm up clock as soon as the Zamboni doors are closed; if the game is ahead of schedule, the warm-up clock will start once the referees hit the ice. The clock will be started regardless of whether players are on the ice or not. The game will start within 1 minute of the end of the warm-up period. If a team is not ready to start at that time, it will be charged with its time out. After the time out, the game will start. Teams that are not ready at that time will be forced to forfeit the game. It is the responsibility of the team to ensure that any player, who has been ejected, suspended, or expelled for any reason, leaves the ice immediately. Failure to do so will result in a team forfeit.

Time Outs:

Each team is permitted to one (1) 60-second time out per game. There will be no timeouts in running time games.

Overtime – Non-Championship Games:

For all games other than the championship: If the game ends in a tie, each team will be awarded one (1) point. A 3-player shootout will determine the winner of an extra point in the standings.

Overtime – Championship Game:

Championship games that end in a tie shall first use a five (5) minute sudden death, run-time, 4 on 4 (plus goalie), period to determine a winner. If the game remains tied after overtime a shootout will be used to determine a winner as outlined below.

Shootout:

Each team will select three (3) players to participate in the shootout. Any player serving a penalty at the end of regulation play is **NOT** eligible to participate in the shootout. Once a player shoots he/she is no longer eligible to participate until every player on the bench (excluding goaltenders, players serving penalties or players that are injured) has participated at least once.

In the first round, players from each team will alternate shots, **with the VISITOR team shooting first**. Players will start at center ice and will begin play at the direction of the referee. Goalkeepers must remain in their crease until the shooting player has started play by touching the puck.

After all six (6) players have finished their attempts; the team with the most goals is declared the winner.

If, after all six (6) players have finished their attempts, the game remains tied; each team will start the second round by selecting one (1) player, who has not yet participated in the shootout, to take a turn. The shootout will proceed one player at a time with each team having an equal number of turns. All skaters on the players' bench are required to shoot before a player may shoot for a second time. One turn for each team constitutes a round. During the second round and beyond, the team that scores first, with the other failing to score, is declared the winner.

Game Results:

A maximum differential of six goals per game will be used for standings / tiebreaker purposes. **ex. A score of 14-3 becomes 9-3; a score of 8-0 becomes 6-0.**

Standings:

Points will be awarded in the following manner for all games (maximum points awarded for a win will be 3 points regardless of how it is achieved).

1. 3 Points Win in Regulation
2. 2 Point Shootout Win
3. 1 Point Shootout Loss
4. 0 Points Loss in Regulation

Ties in Standings:

In the event of a tie in the standings between teams, final results will be decided by:

1. Head to Head record between tied teams.
2. Goal Differential - There is a maximum goal differential of +/- 6 goals per game, regardless of how many goals you win/lose by.
3. Fewest Goals Allowed for all games played.
4. Period Points (won by each team)
 - a. 2 Points for each period won
 - b. 1 point for each period tied
 - c. 1 point for a shutout in a period
5. Fewest Minor Penalties in all games played.
6. Fewest Penalty Minutes in all games played.
7. Coin Flip

Penalties:

Penalty times for all divisions will be as follows:

- | | |
|---------------|---------------|
| 1. Minor | 2:00 minutes |
| 2. Major | 5:00 minutes |
| 3. Misconduct | 10:00 minutes |

***Penalties during running or stop time are of the same duration.**

Misconducts:

Any fighting or match penalty will result in a tournament suspension. Game misconduct penalties will result in a minimum one game suspension. The Dallas Stars Tournament Directors' decisions are final. Any players required to serve a suspension from prior USA Hockey game must complete suspension prior to playing their first game, example: if a player incurred a suspension in his last game prior to the tournament this suspension must be served even if they must miss the first game of the tournament.

Checking from Behind:

A minor plus a misconduct penalty, or a major plus a game misconduct penalty, shall be assessed to any player who body checks or pushes an opponent from behind. A major penalty plus game misconduct penalty shall be assessed to any player who injures an opponent as a result of checking from behind or who body checks or pushes an opponent from behind causing them to go head first into the boards or goal frame. A match penalty for attempt to injure or deliberate injury to an opponent may also be assessed for checking from behind.

Fighting:

A major plus a game misconduct penalty shall be assessed to any player who engages in fighting. An additional minor penalty shall be assessed to any player who starts or instigates fighting.

Body Checking Rule:

Body Checking is not permitted during the tournament. Any player that is penalized for body checking will receive a double minor (4 minute penalty). The interpretation of the call will be at the referee's discretion.

Abuse of Staff:

Management has the right to refuse play of the upcoming game or for future games for any player using obscene or abusive language to a member of the Dallas Stars Tournaments or StarCenter Staff.

Abuse of Officials:

Any player receiving an abuse of official penalty will receive a two (2) game suspension. The official will assess misconducts on a game-by-game basis. Any player who commits the following actions will be up for suspension:

1. Disputes the rulings of any official.
2. Taunts or incites an official.
3. Physically interfering with an official.
4. Using obscene, profane or abusive language to an official.

Game Ejection:

Any Adult player who receives four (4) penalties in the same game shall be immediately ejected for the remainder of the game with no further suspension. Double Minor penalties will count as two (2) penalties for the purposes of the four (4) penalties in one game rule, except as indicated above. If the fourth minor penalty is co-incidental, that player will not be ejected until a fifth minor is incurred. Such an infraction shall not carry any suspension unless the last penalty is a Game Misconduct or major. If a goaltender receives a game ejection for penalties, the goaltender will be allowed to stay in the game, and then will be suspended for the next scheduled game. Fighting will not be tolerated. A fighting penalty or other Major penalties may be grounds for expulsion from the tournament. **A repetition in game ejections for any player or team can result in a suspension.**

Match Penalties:

Any player receiving a Match Penalty will be immediately suspended from all USAH activity pending a hearing in front of the Texas Amateur Hockey Association Disciplinary Committee. The TAHA Disciplinary Committee convenes the first Tuesday of each month and players will be suspended from all Leagues and future Tournaments until the hearing takes place.

Zero Tolerance:

The Dallas Stars support the USA Hockey zero tolerance initiatives for verbal abuse of any player, official or spectator. Dallas Stars Tournament Series Director and/or Venue Coordinators or rink staff reserves the right to remove any violator from the premises. Team representatives are responsible for the actions and behaviors of their players and fans. The game officials reserve the right to assess penalties for abuse, from players, the bench, or the fans.

Trainers:

The Dallas Stars Tournament series may supply medical trainers at each facility for the duration of the tournament.

Ambulance Service:

To insure the quickest response time, anyone may contact the EMT Services (911) in the event of an emergency situation. You may contact the Dallas Stars Venue Coordinator or the Rink Manager on duty to call 911. Any trips to the hospital using the transportation of an ambulance service or any other means that requires payment of service fee is the responsibility of the transported.

Best Interest of the Tournament:

The Tournament Series Director is responsible for all inquiries or disputes regarding application of rules, or interpretation, player eligibility, disciplinary action and any other procedural disputes. The Tournament Series Director reserves the right to modify, change or add rules at any time if it is deemed in the best interest of the tournament. These rules include, but are not limited to, playing rules, eligibility rules and rosters. Management also has the right to align teams or change teams in any particular skill level, as well as suspend players that are not displaying the appropriate behavior that reflects the image of the Dallas Stars Tournament Series. All decisions of the Dallas Stars Tournament Series Director are final.