



# TOURNAMENTS

RULES | REGULATIONS | POLICIES & PROCEDURES



# DALLAS STARS TOURNAMENT SERIES

## 2018 Bring Your Best 4-On-4 Tournament

July 27<sup>th</sup> through 29<sup>th</sup>, 2018

USA HOCKEY SANCTION # PENDING

**Divisions:** Adult, College, Junior, High School, Women, Boys (10U-18U), Girls (10U-16U)

**Levels:** Adult (Elite, Intermediate, Novice) Youth (AA, A, & B Travel/Select, A & B House Divisions)

The Dallas Stars Tournament Series is governed by the rules of USA Hockey, and it is the responsibility of each player, coach and team to be familiar with these rules. In addition, there are specific procedures and policies that apply to the Dallas Stars Tournament Series. Please review and be familiar with these as well. All tournament games are played according to the rules of USA Hockey, except where noted.

### LEVEL INFORMATION

- **ADULT** (*Players must be 18 years of age as of the start of the tournament*)
  - **Elite:** 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 or advanced, top amateur level players who may have Junior A, B, C, Non-Varsity College (ACHA), Midget major, Prep or Varsity High School playing experience. Team is comparable to traditional high "A" level adult house league teams.
  - **Intermediate:** 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\*\* but are typically older.
  - **Novice:** Team is comprised of players with novice hockey skills. Although some players may have 5+ years of playing experience (either as an adult or a youth), this experience is not to have exceeded the adult novice, or beginner youth levels. These teams may be comparable to traditional low "C" or "D" level adult house league teams. \*\*Players with any high school experience or above will not be permitted to play Novice\*\*

*An adult 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.*

*Adult 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.*

*Adult 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. All decisions regarding team/player eligibility made by the Tournament Staff will be final.*

- **YOUTH**

- 10U-18U: Travel/Select (AAA/AA/A/B), Youth House League, High School

*Youth players/teams must play in the age group/age classification as they will play in the fall (start of 2018-2019 season).*

*Youth 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. All decisions regarding team/player eligibility made by the Tournament Staff will be final.*

**NOTE:** Body checking is not permitted in all levels of this tournament.

## PROCEDURES

1. Teams must submit their Official 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 USAH Registration Number, Player Birth Date, Player Number and Player Position by the requested deadline. All players must have valid/current USAH Registration number.
2. 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.
3. Please note that NO players can be added to the roster at game time. Teams must submit their final rosters by the requested deadline and no later than 72 hours prior to the start of the tournament. Rosters submitted for Hockey Shift must match the team's Official Team Roster.
4. Youth teams should have the following documents and/or information available during all tournament games:
  - a. Official Team Roster (must include current USA Hockey registration number for all players and coaches)
  - b. All coaches must have a current/valid USA Hockey registration confirmation number, be USAH SafeSport certified, and be certified at the level of play that they are coaching and listed on the Official Team Roster. **Only rostered coaches are eligible to be on the players' bench during the games.**
  - c. Canadian teams need to provide certified team registration from their governing Canadian body (Hockey Canada certified player roster).
  - d. Travel permits are required and will be verified for ALL Canadian teams.
5. Adult teams check-In Procedures:
  - a. Every adult player participating in the tournament is required to check in before each game. Players will check in at the Front Desk/Information Desk of the StarCenter where their game is being held. 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 score sheet next to his/her name.
  - b. Scorekeepers will be given the scoresheet 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:
    - i. Player shows Photo ID to the scorekeeper,
    - ii. Scorekeeper verifies that he/she is a member of one of the Teams playing,
    - iii. Player initials score sheet, validating attendance for that game.
6. All team representatives are responsible for checking the rink front desk for any schedule changes, suspensions and other important information. All schedules, scores and standings will be updated via Hockey Shift ([www.hockeyshift.com](http://www.hockeyshift.com)) throughout the tournament weekend. This online scoring system contains game schedules and up to date placements for finals. **NOTE: Bracket boards will not be posted at the rink and you will need to monitor Hockey Shift for updates on the Finals.**
7. Dallas Stars Tournament Series Director, Venue Coordinator, General Manager and/or rink staff on duty will be available at each facility to answer questions regarding scheduling, tournament events, directions and other matters pertinent to the tournament operation. However, as stated, each team is responsible for ensuring pertinent information is communicated to all team members on a daily basis.
8. The Dallas Stars Tournament Series Director will also be available to answer any questions regarding specific hockey issues. He is responsible for all inquiries or disputes regarding application of rules, interpretation of rules, player eligibility, disciplinary action and any other procedural disputes. **The Tournament Director will not overturn any dispute concerning rules and / or the judgment applied by on-ice officials. All decisions of the Dallas Stars Tournament Director are final.**

## GAME RULES AND REGULATIONS

Specific Dallas Stars Tournament Rules and Regulations are outlined below. If a situation arises that is not covered by these Tournament Rules, then USA Hockey Rules and Regulations apply. All decisions of the Dallas Stars Tournament Series Director are final.

1. **Locker Rooms:** 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.** 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. Locker rooms must be vacated and cleaned, within thirty minutes from the time a game ends. Keys may be picked up forty-five (45) minutes prior to your game time. Each team needs to ensure that locker room is clean (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.**
  - a. **Monitoring:** It is the policy of USA Hockey that all teams have at least one responsible adult (head/assistant coach or other approved team personnel) directly monitoring the locker room during all tournament events to ensure that only participants (coaches and players), and other approved team personnel are permitted in the locker room to supervise the conduct in and around the locker rooms at all times while participants are present and also make sure the locker room is appropriately secured during times when minor participants are on the ice. All responsible adults serving as locker room monitors should be gender correct and the co-ed locker room policy must be followed. Monitors must be screened per USA Hockey screening standards and USA Hockey SafeSport certified. Unapproved, non-team personnel, including parents and family members are discouraged from entering locker rooms unless it is truly necessary.
  - b. **Cell Phones & Other Mobile Recording Devices:** Per USA Hockey policy, cell phones and other mobile devices with recording capabilities, including voice recording, still cameras and video cameras, are not permitted to be used in the locker rooms. If phones or other mobile devices must be used, they should be taken outside of the locker room.
2. **Rosters:** Teams may have a roster of no less than 9 players and up to 13 players. Only players (including goalkeepers) listed on the official Dallas Stars Tournaments team roster may play in tournament games. **A player's name may only appear on one (1) roster for the Tournament.** Any team using a player not properly listed on the team roster or listed on more than one (1) roster will forfeit (1-0) any and all affected games. Any team using a player suspended for any reason will forfeit that game (1-0) and the suspended player will be ejected for the remainder of the tournament. Suspended players may attend tournament games but are not allowed on the player bench area. **Game suspensions (prior to the tournament) carry over and still apply to the tournament games.**
3. **Game/Score Sheet:** Coaches or Managers must check in before each game at the desk and mark any scratches from a game (player not dressing) that must be reported to the scorekeeper prior to the start of the game. **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](mailto: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.**
4. **Uniforms:** Home and Visiting teams are indicated on the tournament schedule. Each team must have a home set and an away set of jerseys to avoid conflict of team colors. **Home teams shall wear light colored jerseys and matching socks. Visitors will wear dark colored jerseys and matching socks.** Teams may wear dark socks with light jerseys or vice-versa but both socks must be the same. All jerseys must have a player number clearly displayed. Taped numbers or players without numbers will not be permitted to participate in the tournament games. Numbers worn must correspond to the ones listed on the scorekeeper's roster.
5. **Protective Equipment:** The following protective equipment is required.
  - a. **USA Hockey Compliant Helmet:** (HECC Certified) must be worn at all times during warm-ups, games, handshake line and in the bench area.
  - b. Skates
  - c. Stick
  - d. Gloves
  - e. Hockey Pants
  - f. Elbow Pads
  - g. Shin Pads
  - h. Shoulder Pads
  - i. **Full-Face Shield:** All Youth players, including goalkeepers, are required to wear a full-face shield. \*Highly recommended for Adult players.
  - j. **Visor:** All Adult Traditional "D" League and below must wear a visor. **Visor must be worn properly and below your sight line.**
  - k. **Mouth Guards:** All Youth players, including goalkeepers, are required to wear a mouth guard. \*Highly recommended for Adult players.
  - l. **Neck Guards:** Per USA Hockey Rules and Hockey Canada Rules Agreement, all Canadian players must wear certified throat protectors.

6. **Player's Bench:** All team coaches and/or official team representatives may occupy the player's bench prior to the completion of the ice resurfacing. **ALL PLAYERS SHALL REMAIN OFF THE ICE SURFACE UNTIL THE ZAMBONI DOORS HAVE BEEN COMPLETELY CLOSED, NETS ARE IN PLACE AND ON-ICE OFFICIALS ARE PRESENT.** Failure to do so may result in a minor penalty assessment. With the exception of the tournament finals, all players shall exit the ice surface immediately after the center ice handshakes. **The only team officials allowed on the player's bench during a game are those registered with USA Hockey with appropriate Coaching Certificates and listed on the team's Official Team Roster.** All parents, visitors and spectators are to remain away from the player's bench and penalty box areas.
7. **Penalty / Box Attendant:** Each team is responsible to provide its own penalty box monitor or attendant. Monitors are strictly there to assist the player and scorekeeper with opening and closing the door. They are required to not be an impact to the game, or become verbally active with any game official. Penalty box monitors may not use phones, cameras or any other photographic equipment or electronic devices while in the penalty box area. Any such activity will result in immediate removal from the penalty box area, and possibly the rink for the duration of the tournament. All parents, visitors and spectators are to remain away from the player's bench and penalty box areas.
8. **USA Hockey Officials:** All officials that oversee tournament games are certified by USA Hockey.
9. **Penalties:** Penalty times for all divisions will be as follows:
  - a. Minor 1:30 minutes
  - b. Major 5:00 minutes
  - c. Misconduct 10:00 minutes

\*No Offside Penalties.  
 \*No Icing.  
 \*Penalties during running or stop time are of the same duration.
10. **Body Checking Rule:** Body Checking is not permitted during this tournament. All tournament games are non-checking. The Tournament is not taking body contact out of the game entirely, but merely looking to remove the predatory hit from games. Any player committing hit that is on an opposing player, that is deemed to be predatory, will receive a double minor (4 minute penalty) and is subject to supplementary discipline. The interpretation of the call will be at the referee's discretion.
11. **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 Series Director's decisions are final. Any players required to serve a suspension from prior USA Hockey game must complete suspension prior to playing 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.

15 Team penalties in a game - Rule 401B	1 game suspension for Coach - Suspension is the next scheduled 1 game of that team currently appearing on the schedule at the time of the assessment.
2 Major penalties in a game - Rule 403B	2 game suspension for player - Suspension is the next scheduled 2 games of that team currently appearing on the schedule at the time of the assessment.
5 penalties to the same player in a game - Rule 401B	1 game suspension for player -Suspension is the next scheduled 1 game of that team currently appearing on the schedule at the time of the assessment.
Checking from Behind + 2 Minute Minor + Misconduct - Rule 608A	2 minute minor + misconduct - No suspension; penalty served in the box, and can resume play.
Checking from Behind + 5 Minute Major + Game Misconduct - Rule 608B or Match Penalty for Intent to Injure - Rule 608C/Rule 602A - which results in a Match Penalty (See below)	1 Game Suspension - Suspension is the next scheduled 1 game of that team currently appearing on the schedule at the time of the assessment (Major + GM) OR suspended from all USA Hockey activities pending a hearing by the governing body of that player.
Match Penalty	Suspended from all USA Hockey activities pending hearing by the governing body of the player; Requires a TAHA Hearing, or according to the local rules (for non-TAHA teams).
Fighting Major Rule 615A-F	Tournament suspension

12. **Game Time:** All teams must be ready to begin play **fifteen (15) minutes** prior to the scheduled start time of each game, except for the first game each day. If a team is not ready to begin at that time, it will be given a one (1) minute grace period. If a team is not ready to start at the conclusion of the grace period, the game will be forfeited (1 - 0). Otherwise, the game will start at the conclusion of the warm-up period.

13. **Game (Period) Lengths & Format:** Tournament games are allotted as follows: **3 Games Guaranteed**. Format and Period length in tournament games will vary depending on division and level of teams. 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 Series Director.
- **ADULT (Men & Women, College, Junior):**
    - **All games will be played 4-on-4 on a full-ice sheet.** Teams will be assigned to 60-minute time slots where **two (2) - 20 minute run-time halves** will be played.
      - There will be no offside or icings called.
      - Commencement of a period, goals, puck out of play or any stoppage in play, injury or other action as determined by the Official, will result in a faceoff at the center of the ice sheet.
      - Any stoppage in play related to a goaltender freeze will result with the puck being thrown into the corner by the Official to resume game play.
      - Any penalty will result in the penalized player being sent to the penalty box for 1:30 minutes, and the game will resume with 4-on-3 play for the duration of the penalty. The offending team will resume full strength once the 1:30 minute penalty ends.
  - **YOUTH (Boys & Girls, 10U-18U, High School):**
    - **10U & 12U (Half-Ice): All games will be played 4-on-4 on a half-ice sheet.** Teams will be assigned to 60-minute time slots where **two (2) - 20 minute run-time halves** will be played.
      - There will be no offside or icings called.
      - Commencement of a period, goals, or puck out of play will result in a faceoff at the center of the ice sheet.
      - If a puck out of play from half-ice sheet A enters half-ice sheet B, half-ice sheet B will continue play uninterrupted, unless the puck results in a stoppage of play, injury or other action as determined by the Official, while half-ice sheet A will resume play with a faceoff at the center of half-ice sheet A. Any stoppage in play related to a goaltender freeze will result with the puck being thrown into the corner by the Official to resume game play.
      - Any penalty will result in a penalty shot given to the non-offending team. The puck will be taken to the center of the ice sheet, and the player will have five (5) seconds to get set for the shot. The remaining players on both the offending and non-offending team should line up on the ice in front of their bench. If the player taking the shot is not set within the five (5) second time-frame, the player on the non-offending team will not be permitted to take the shot. If the penalty shot is missed and a save made by the goaltender, the play will be considered live and will continue until the next stoppage in play.
    - **14U, 16U & 18U (Full-Ice): All games will be played 4-on-4 on a full-ice sheet.** Teams will be assigned to 60-minute time slots where **two (2) - 20 minute run-time halves** will be played.
      - There will be no offside or icings called.
      - Commencement of a period, goals, puck out of play or any stoppage in play, injury or other action as determined by the Official, will result in a faceoff at the center of the ice sheet.
      - Any stoppage in play related to a goaltender freeze will result with the puck being thrown into the corner by the Official to resume game play.
      - Any penalty will result in the penalized player being sent to the penalty box for 1.30 minutes, and the game will resume with 4-on-3 play for the duration of the penalty. The offending team will resume full strength once the 1.5 minute penalty ends.
14. **Warm-up period:** Three (3) minutes for all divisions. There will be a two (2) minute break between each period. All games will be played to completion. There is no curfew.

15. **Rest Time:** Between periods the rest time will be two (2) minutes. Immediately following the first half, the timekeeper will begin the two-minute countdown on the game clock. The next half shall begin immediately after the break. Minimum rest period between games (end of first to start of second) shall be as follows (unless both opposing coaches agree to forego):
- 10U - 2 hours
  - 12U - 2.5 hours
  - 14U - 2.5 hours
  - 16U - 3.0 hours
  - 18U - 3.0 hours
  - Adult - 3.0 hours
- There shall be a minimum rest time of 9 hours (1hr travel, 8hrs sleep) between games (end of first to start of second) at night and the following morning.
16. **Run Time:** The game clock will be running time and will not stop for any reason other than at the direction of the on-ice officials until the game ends.
17. **Time Out:** One 60-second time out is permitted per team per game.
18. **Tie Games:** For round-robin and semi-final games: If the game ends in a tie, each team will be awarded a point. A 3-player shootout will determine the winner of an extra point in the standings. Championship tie-breaker and shootout guidelines are outlined below.
19. **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).
- |             |                    |
|-------------|--------------------|
| a. 3 Points | Win in Regulation  |
| b. 2 Point  | Shootout Win       |
| c. 1 Point  | Shootout Loss      |
| d. 0 Points | Loss in Regulation |
20. **Tie-breaker:** The following tie-breaker formulas below will be used to determine the order of finish (seeding) after bracket play between teams with an equal number of points. **Ties between 3 or more teams will default to tie breaker two (2) and proceed from there.**
1. Most Wins
  2. Head to Head record between tied teams
    - a. Teams that do not play "head to head" default to tie breaker three (3), and so on
  3. Fewest goals against in all games
  4. Fewest Penalty Minutes in all games
  5. Largest Goal Differential (Goals scored minus Goals against)
  6. Coin Toss

## SHOOTOUT PROCEDURES:

**IMPORTANT: Only Championship games that end in a tie shall first use a five (5) minute (sudden-death) run-time, 3-on-3 (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:**

- a. Each team will select three (3) players to participate in the shootout. If a player is injured or is serving a penalty and unable to participate in the shootout the next eligible player is entitled to participate. 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.
- b. In the first round, players from each team will alternate shots, **with the winner of a coin toss shooting first.**
- c. 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.
- d. Players are allowed one shot/shooting attempt only.
- e. After all six (6) players have finished their attempts; the team with the most goals is declared the winner.
- f. 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; the home team shoots last in each round. One turn for each team constitutes a round. Only after all players (not including goaltenders and players severing penalties) listed on the game score sheet have participated may a player take a second turn. During the second round and beyond, the team that scores first, with the other failing to score, is declared the winner.

- g. Ensure you scratch all players (on the game score sheet given to the scorekeeper) who will not participate in the game. Any team listing a player on their game score sheet that is not dressed for the game will forfeit the game when that player becomes eligible to shoot during the shootout.
- h. Player(s) serving a penalty are not eligible to participate in the shootout.

## POLICIES

1. **Zero Tolerance Policy:** The Dallas Stars support the USA Hockey zero tolerance initiatives for verbal abuse of any player, official, parent or spectator. Dallas Stars Tournament Hockey Director and/or Venue Coordinators or rink staff reserves the right to remove any violator from the premises. Team representatives and/or coaches are responsible for the actions and behaviors of their players, parents and fans. The game officials reserve the right to assess penalties for abuse, from players, the bench, or the fans. Management has the right to refuse play of the upcoming game or for future games for any player who threatens or uses obscene or abusive language to any member of the Dallas Stars Tournaments or StarCenter staff.
2. **Team Placements:** A Credentials Committee is in place who determines the eligibility of each player, coach and team to participate in the tournament as required in the current USA Hockey Annual Guide, and has verified the appropriate level of coaching credentials for all coaches. The committee places teams in competitive brackets based on their registration with USA Hockey, placement in their local league, and the record of the team in league play (assuming a record exists). International teams, and tournament teams with no record of play are placed based on either knowledge of other teams in their local, or from interviews with the respective coach and team manager to gain an understanding of their play, compared to those locally. Management 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 Dallas Stars Tournaments or StarCenters.
3. **Photography:** The tournament may designate an official photographer for the event. Taking photos of players from the player's bench or above the glass is not allowed for safety and competitive reasons. The Tournament Photographer is an approved vendor of the Dallas Stars and the facilities in which the tournament event(s) is being held, and all other vendors or persons will be asked to leave the facility. Individuals who do not comply may also be asked to leave.
4. **Noisemakers:** Noisemakers are not allowed in the viewpoint (upstairs enclosed area) between the rinks and the lobby area. Use of any type of artificial noisemakers at the on-ice seating area are strongly discouraged as a courtesy to nearby spectators. All spectators are asked to display good sportsmanship and recognize that it is just as important as players' conduct on ice. The primary purpose of this tournament is to provide a positive and fun atmosphere for all participants. Air horns are not permitted in any of the facilities.
5. **Fundraising:** As this tournament is run by the Dallas Stars, other groups and hockey associations may not pursue fundraising opportunities at any of the tournament venues. Teams that attempt to do will be asked to stop, and if it continues will be subject to suspension from the tournament, and possibly future events.
6. **Damages:** After all games, players are responsible for cleaning up all trash in their respective locker room(s). 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.
7. **Alcohol, Containers and Smoking:** 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 league. This rule applies to the dressing rooms, player area, parking lot, grounds and restaurant/bar area (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.
8. **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".
9. **Trainers:** The Dallas Stars Tournament series may supply medical trainers at each facility for the duration of the tournament.
10. **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.
11. **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.