



Coyotes Amateur Hockey Association (CAHA) U16-AAA

2009 Labor Day Invitational TOURNAMENT RULES

GENERAL: All USA Hockey rules shall apply except as otherwise modified

UNIFORMS: All players must wear numbered uniforms in the proper team colors. Home and Visiting Teams are indicated on the schedule. Home teams shall wear their white or light colored jersey. Visitors will wear dark jerseys. All numbers must correspond to the player listed on the score sheet. All players are required to wear mouth guards. Helmets must be worn at all times during warm-ups, games, handshake line and anytime in the player bench or penalty box area.

TIME OF PERIODS: There will be three 17 minute stop time periods with a game curfew. The ice slots are scheduled for 95 minutes (100 minutes for the Championship Game) and curfew will apply. If, at any time during the third period the score differential is 6 or more and upon agreement by both teams, the game clock will revert to running time until the differential is reduced to less than 6. If tournament officials determine that the last period will exceed the allotted time, the clock shall be set to coincide with the amount of remaining time.

PENALTY TIMES ARE AS FOLLOWS:

Minor 2:00 minutes

Major 5:00 minutes

Misconduct 10:00 minutes

All teams are allowed one 30 second time out per game

START TIME/WARM-UPS: Teams should be ready to enter the ice surface for the warm-up period up to fifteen minutes prior to the scheduled start time, if the tournament is running ahead of schedule; teams are expected to be ready to play. The warm-up time shall be five (5) minutes.

SPORTSMANSHIP/ZERO TOLERANCE: The tournament stresses sportsmanship and therefore the referees have been instructed to strictly enforce USA Hockey's zero tolerance policies. Referees and tournament officials have the authority to direct the removal of any person acting in an objectionable manner as well as the authority to end any game at any time they feel that continuing the game would constitute a danger to the players or spectators. The tournament committee shall determine the outcome of any such game.

GAME MISCONDUCT PENALTY: Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game.

FIGHTING: Any player or coach assessed a penalty for fighting will be suspended for the balance of that game and the next tournament game.

GROSS MISCONDUCT OR MATCH PENALTY: Any player, coach or manager who receives a gross or match penalty shall be suspended immediately for the balance of the tournament and these players, coaches and teams will not be welcome to future CAHA sponsored events.

GAME POINTS: Teams will be awarded points in round-robin play as follows:

- Two points for a win
- One point for a tie
- Zero points for a loss

TIE BREAKER: At the conclusion of the round robin, any ties will be broken using the following criteria (in order until the tie is broken)

- Most points acquired in head to head competition
- Most points acquired versus common opponents
- Most Wins
- Highest goal differential (goals for minus goals against) **MAXIMUM OF 6 PER GAME (plus or minus)**
- Highest quotient based on goals for divided by the total number of goals for and goals against for all games played (goals for minus goals against) **MAXIMUM OF 6 PER GAME (plus or minus)**
- Least penalty minutes in all games played
- Coin toss

The top four seeded teams, after round robin play, will advance to the semi-final games. If semi-final or final games are tied at the end of regulation, a 5-minute (stop time) sudden death overtime period will be played. If the game remains tied after the overtime period, a shoot-out will decide the outcome. Each team will select 3 shooters and a goaltender from their roster. The team with the most goals after three shots will be declared the winner. If still tied, the shootout will continue using an additional skater from each team until a winner is established. Teams must use all of the skaters on their roster before any of the 3 original skaters are eligible to shoot again. Penalized players are ineligible to shoot.

All teams must be registered with USA Hockey.

One hour before game time, managers will report to check-in with required documents:

- USA Hockey Team registration
- USA Hockey Certified Roster
- Birth Certificate of each rostered player (IMRS are not required if electronically registered)
- Consent to Treat
- USA Hockey Waiver of Liability
- USA Hockey Code of Conduct

All teams must use the locker room assigned to them on the board. The team representative is responsible to ensure that the locker room is clean prior to vacating the locker room. The team representative is responsible for all damage done to the locker room or facility.

All players shall remain off the ice surface until the ice surfacing machine doors have been completely closed and the on-ice officials are present. All players shall exit the ice surface immediately after the center ice handshakes. All teams may have no more than four adult team representatives (including coaches) on the bench at any time. All parents are excluded from the bench area of any team at any time.

Any scratches for a game must be reported to the scorekeeper prior to the start of the each game, A copy of the score sheet may be obtained from the tournament director 10 minutes after the players have exited the ice, Do not wait on ice surface or approach scorekeeper looking for the score sheet. Report all discrepancies to the Tournament Director prior to leaving the facility.



Jr. Coyotes Midget U-16 AAA 2009 Labor Day Tournament Schedule

Game #	Date	Day	Start Time	Rink	Home	Away
1	09/04/09	Friday	5:15 PM	Ice Den		
2	09/04/09	Friday	7:00 PM	Ice Den		
3	09/04/09	Friday	8:45 PM	Ice Den		
4	09/05/09	Saturday	9:40 AM	Ice Den		
5	09/05/09	Saturday	11:25 AM	Ice Den		
6	09/05/09	Saturday	1:10 PM	Ice Den		
7	09/05/09	Saturday	5:00 PM	Coyote		
8	09/05/09	Saturday	7:10 PM	Ice Den		
9	09/05/09	Saturday	8:55 PM	Ice Den		
10	09/06/09	Sunday	9:00 AM	Coyote		
11	09/06/09	Sunday	9:10 AM	Ice Den		
12	09/06/09	Sunday	10:45 AM	Coyote		
					Re-seed	Re-seed
13	09/06/09	Sunday	6:00 PM	Coyote	#1 -	#4 -
14	09/06/09	Sunday	6:10 PM	Ice Den	#2 -	#3 -
15	09/06/09	Sunday	7:45 PM	Coyote	#5 -	#6 -
16	09/07/09	Monday	8:30 AM	Ice Den	Loser G#13	Loser G#14
17	09/07/09	Monday	10:20 AM	Ice Den	Winner G#13	Winner G#14

Games 13 & 14 - Semi-finals

Games 15 & 16 – Consolation games

Game 17 - Championship Game

RESULTS

Game #	Score	Home	Away	Score
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
		Re-seed	Re-seed	
13		#1 -	#4 -	
14		#2 -	#3 -	
15		#5 -	#6 -	
		Loser G#13	Loser G#14	
16				
		Winner G#13	Winner G#14	
17				

Game #13 & #14 – Semi-final games

Game #18 – Championship Game

SCOREBOARD

	1 st Game	2nd Game	3 rd Game	4th Game	Total	Goal Differential
Admirals (WA)						
Coyotes (AZ)						
Firebirds (AZ)						
Kings (CA)						
Wave (CA)						
<i>tbd</i>						

2 points for a win, 1 point for a tie and 0 points for a loss