

## 2014 MAC ATTACK Invitational Tournament Rules

Please direct any questions regarding the Mac Attack to Mike Laflamme at 227-1323 [mflaflamme@gci.net](mailto:mflaflamme@gci.net)  
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Current USA Hockey and ASHA playing rules will be enforced.

No protests shall be accepted regarding the playing rules.

Game protests must be provided on a blank sheet of paper and must contain all the known facts. The Protest Committee will not consider protests that are not presented in writing at the end of the game, and before distribution of the score sheets. Copies of all protests must be submitted to the Tournament Director.

There will be no NOISE MAKERS permitted during any tournament games. These include, but are not limited to, cowbells, air horns, whistles, etc. The tournament director has final say on what is considered a noisemaker.

Only team officials who have the appropriate certification are permitted in the vicinity of the playing bench.

All players must wear team jerseys. If a team jersey is unavailable, the player must wear a non-duplicated numbered jersey close to his/her team color. If there are two teams with similar colored jerseys, the home team will be required to wear a different color jersey/pullover in that game.

Teams are permitted a 3-minute warm-up prior to the start of play.

No teams are permitted on the ice until the referees are present and give their approval.

All Red Division games are full ice. All 3 periods are stop clock and are as follows:

Class	Periods	Minor Pen.	Major Pen.	Misconduct Pen.
Mite Red	12 min	2 min	5 min	10 min

The ice will be resurfaced before every red division game and after every 2-hour time slot for the white and blue divisions.

**Overtime:** Cross-over and Championship Games will have a 5 minute sudden death overtime period until a winner is determined. If no winner is determined in the 5 minutes, then a 5-man shoot-out will determine the winner. If no winner is determined after the 5-man shoot-out, then we will go to a 1-person shoot-out until we have a winner. Each player must participate in the shoot-out before a player can shoot again.

Each team is permitted one (1), one minute time out per game (cross over / championship only), even if it is to warm up a replacement goalie during the period.

If the team goal tender is unable to play in a game due to circumstances beyond his/her control, the team may have a timeout in order to switch out players and gear. The tournament committee will not provide a back up goalie.

### **Mite White & Mite Blue Divisions Only:**

If an association is submitting more than one team per division, they must divide those teams into equal skill level between them. **NO STACKING.** Teams should consist of no more than 15 players per team to ensure adequate playing time for all players.

Games will be played 4 on 4, and a goalie. Goalie can wear goalie gear or normal playing gear but must remain in the goal crease area. Games are half-ice, and teams will play two (2), 26 minute games at a time. 2 teams will switch sides so different teams are playing each other for the second game. Shifts will be 2 minutes long, at which the buzzer will sound. Every new shift will start with a face-off. Coaches are not allowed on the ice to help with players and direct play.

There will be referees and scorekeepers. Referees will blow the whistle for goals and penalties. Penalties will consist of tripping, slashing, and roughing only. That player must leave the ice and the team must play shorthanded for the remainder of that shift. If more than 2 players get a penalty, then a team shall substitute another player. No team shall play below 2 players. Score will be kept by on ice scorekeepers, which will have direct contact with both coaches. Scores will be written down for each game played and scores will not be shown to the parents during the games. Teams will have 6 qualifying games recorded to see who advances to the cross-over games. USA hockey rules are in effect to determine who advances.

Cross-over and championship games will be played against one team for 1 hour, however, the games will consist of two (2), 25 minute periods with the same rules as above for 2 minute shifts. The winning teams in the cross-over games will advance to championship game. Teams in the championship game will receive first and second place medals.

### **Mite Red, White and Blue Divisions:**

Team placement will be determined on a point basis as follows:

Win = 2 points

Loss = 0 points

Tie = 1 point

All initial round robin games shall end in regulation time, and no overtime will be permitted.

The following tie-breaking rules, as set forth by the ASHA Board of Directors, will determine the standings of two or more teams that have an equal number of points at the end of round robin play:

A. The result of the games played between the teams tied in the following order:

1. The points acquired in these games (head to head)
2. Least number of goals against
3. Subtracting goals scored against from goals scored in these games. The positions being determined in order of the greatest surplus with a maximum of eight (8) goal differential.
4. Dividing the goals scored by the goals scored against. The positions being determined by the greatest quotient with a maximum of eight (8) goal differential.

B. If, after applying the above formula, the tie still exists, then formulas 2,3, and 4 shall be applied using ALL games played by the teams tied. The formula shall be applied in order until one formula breaks the tie between all tied teams at the same time.

C. If the above procedure does not break the tie, the teams shall use a shoot-out procedure. This will involve each team selecting five (5) players who will alternate taking penalty shots. A toss of the coin will determine who shoots first. IF after five (5) players from both teams have completed the procedure, the tie still exists, it shall be repeated with five (5) different players until the standings are determined.

Any player/coach who receives a match penalty will be removed from the tournament and the rink(s) in which the tournament is being played. No exceptions to this rule are permitted. Any player who receives a major and a game misconduct for fisticuffs will be removed from the remainder of the tournament.