



**2019(JV) POW WOW TOURNAMENT
RULES AND REGULATIONS**

1. Only USA Hockey registered referees will be used. No exceptions.
2. All games will be played according to USA Hockey rules as amended by Illinois Hockey with the exceptions listed below.
3. Each Round-Robin game will consist of three (3) 14-minute stop periods. The ice will be resurfaced after every two (2) periods. A five (5) goal lead in the third period constitutes running time. When the goal differential becomes less than five (5) stop time shall begin again. Clock keeps running for penalties. Clock stops for injuries. Pre-game warm-up will be (4) four minutes long and commence as soon as the Zamboni doors close and the scorekeeper sounds the horn. There will be no timeouts in the round robin games.
4. Properly certified Illinois Hockey approved rosters must be submitted at check in. Once submitted, the roster is final.
5. No teams will be permitted to compete without proof of ACCIDENT INSURANCE. This information must be in your possession and will be verified at check-in. The tournament, its officials, the arena management and all personnel connected with it, shall not be held liable for any injuries during the tournament.
6. The coaches are required to notify tournament personal if a player is suspended or injured and is removed from the roster. No more than (4) adults (coaches on the roster with appropriate coaching level card and must have card on them to be on the players bench) will be allowed on the player's bench while the games are in progress.
7. Absolutely NO fighting will be tolerated during this tournament. Referees are instructed to eject any player who drops their stick or gloves or otherwise engages in action to injure. Flagrant fouls, as determined by the referee, will result in the disqualification of the offending player(s) from the tournament. Any player who is assessed (5) five penalties during a game is automatically suspended for the next tournament game NO exceptions.
8. In the event a coach or manager receives a game misconduct penalty, the referee will inform them that they have (10) seconds to leave the players bench. Failing to leave the players bench, the coach or managers team will receive a bench penalty. If the coach or manager still has not left the players bench, the referee will inform him/her that they have (15) seconds to leave. If the coach or manager fails to leave, their team shall forfeit the game.
9. All players will be required to wear helmets with approved facial and internal mouth guards. Throat protectors are strongly recommended and required for all teams whose associations or districts require their use.
10. The team designated as the home team will wear dark jerseys. Teams are to bring to the arena both home and away jerseys for each game.
11. Tie games are tie games in the round robin.
12. All decisions of the referee are final. There is NO PROTEST ALLOWED

13. After the game the home team will go back to the bench after shaking hands, until the visiting team has left the ice
14. Anyone having any questions or concerns regarding the tournament may speak to any tournament official.
15. All teams shall be ready to take the ice fifteen (15) minutes before their scheduled start time. If the ice is ready we will start early.
16. If a player is unable to play the game due to an injury or health reasons, but wishes to sit with their teammates, the player may do so providing they wear a team jersey and helmet/face mask.
17. No alcohol and tobacco products (including chewing tobacco) are allowed inside All Seasons Ice Rink.
18. Each team is responsible for the conduct of its spectators. Coaches should advise their parents of the conduct rules.
19. Any damage to the ice arena by your player(s) or team(s) and it will be your team's responsibility to clean up or pay for the damage to the ice arena and your player(s) may be asked to leave the tournament and ice arena.
20. Semi-Final and Final games will consist of three (3) fourteen (14) minute stop periods. The ice will be resurfaced every (2) periods. A five (5) goal lead in the third period constitutes running time. When the goal differential becomes less than five (5) stop time shall begin again. Clock keeps running for penalties. Clock stops for injuries. Pre-game warm up will be (4) minutes long and commence as soon as the Zamboni doors close and the scorekeeper sounds the horn. One (1) one minute timeout permitted per team.
21. Any ties at the end of regulation time during the semi-finals will result in a shootout to determine a winner. The shootout format will be as follows.
 - a. Each coach selects 5 shooters prior to the start of the shootout. All other skaters not involved in the shootout must remain on the bench.
 - b. Goalies may be alternated as much as needed.
 - c. Should a player be serving a penalty (except a game misconduct or a match penalty) when the shootout commences, that player is permitted to participate in the shoot-out.
 - d. The team designated as the home team has the option to go 1st or 2nd; Teams will alternate shooters thereafter.
 - e. If the game is still tied after 5 shots per team, a sudden death shootout will commence. Again, the home team has the option of going 1st or 2nd. Note: the team that goes 2nd in the sudden death shootout will have the opportunity to shoot even if the team that goes 1st scores.
 - f. Every player must shoot before any other player shoots a second time.
 - g. Should a tie exist at the end of regulation time in the Championship Game, a sudden death overtime period of (10) minutes in duration will commence after a (2) minute break.
22. If a tie remains after the ten (10) minute sudden death overtime, a shootout will commence under the same format described above.
23. There will be a three 4 team round robin pool play. The 1st place team from each round robin pool will advance to a semi-final game.

24. Round Robin Play Rules
 - a. Two (2) points for a win. One (1) for a tie
 - b. Tie breakers for brackets:
 - i. Points
 - ii. Winner of the game between the two teams
 - iii. Most wins
 - iv. Team with least amount of goals scored against them
 - v. Most goals scored among the tied teams
 - vi. Fastest goal scored in round robin play
25. There will be an additional wild card team that will advance to a semi-final game. The wild card team will be one of the 9 remaining teams from the round robin. The wild card tie breaker will be as follows.
 - a. Points
 - b. Most wins
 - c. Team with least amount of goals scored against them
 - d. Most goals scored among the tied teams
 - e. Fastest goal scored in round robin play
 - f. Coin flip
26. Final game; non semi-final teams: The remaining 8 teams will be assigned to play their fourth game based upon their final standing (i.e. 7th vs 8th; 5th vs 6th, etc.). The tournament director reserves the right to adjust matchups to avoid rematches or other potential conflicts.
27. All decisions of the tournament director are final and no appeals are allowed.

** Rules are subject to change. Teams will be notified of any rule change prior to start of tournament.