

Official 2010 Kapral Memorial Weekend Tournament Rules Flyers Skate Zone at Northeast

It is the intent of the Flyers Skate Zone to provide a fun competitive tournament for all its participants and spectators. Sportsmanship is expected of all participants including coaches and parents. The use of abusive language or behavior is not permissible! Each coach will be responsible for his/her team to exemplify good sportsmanship at all times.

- **All players must sign the score sheet for their first game played. Teams full tournament roster must be listed on first game score sheet! Players will not have to sign the score sheet after their individual first game played. If another team challenges a player, that player must sign the score sheet and the signatures will be compared to the USA roster. If the signature does not match, the team will forfeit any game that player participated in. All suspended players must sign the score sheet at the tournament table or front office before their first game played. All players and coaches must be USA Hockey registered.**
- All teams will be responsible for supplying to tournament officials credentials for the following items: team eligibility, player eligibility, coaches eligibility. These items may be needed in case of a challenge!

Point System

Point system: 2 points for a win, 1 point for a tie, No points for a loss.

Playoff Seeding

- Top four teams will advance to Playoff Round in divisions with 6 or more teams.
- Top two teams will advance to Championship Round in divisions of 5 or less teams.

Tie Breakers

1. Winner of head to head game between the two teams tied. **This does not apply if there are more than two teams tied!**
2. Lowest goals against.
3. BEST GOAL QUOTIENT. Total goals scored divided by the total goals against. The team with the greatest goal quotient will advance. A quotient involving dividing by ZERO (0) has a higher standing than a quotient from dividing by any number other than ZERO. When two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked low to high in descending order of “goals for”.
4. Least number of penalties assessed. Each penalty shall count as one team penalty.

Overtime Rules (Playoff & Championship games only)

If both teams are tied at the end of regulation play, a five-minute five-on-five, overtime period will be played to declare a winner. Teams will remain at the same end of the ice for all overtime periods. Overtime will immediately follow regulation play! **Overtime is SUDDEN VICTORY!**

If the teams are still tied at the end of the five-minute overtime period than a shootout shall take place. Each team will chose five players. Each player will have one shot. The visiting team will shoot first. The team to scores the most will be declared the winner. If game is still tied then each team will pick five different players for a second round shootout. The second round shootout will be one vs one. If the visiting team player scores and the home team does not then the visiting team will be declared the winner.

NOTE: You may not reuse shooters until at least one team has exhausted their full roster.

Game Times

- All Mite and Squirt games will consist of one 10-minute first period followed by two 12-minute periods.
- All Pee Wee and Alumni games will consist of three 13-minute periods.
- There are no resurfaces between periods.
- All games are played to completion.
- There will be a running clock during the third period where there is a goal differential of 7 or more goals. Stop time will only resume if the differential becomes two or less or for injuries.
- Each team will be prepared to start all games at least 15 minutes before their scheduled game time. Each game will have a 4-minute warm-up. The warm up clock will start when the Zamboni doors close. Teams are not permitted on the ice before the Zamboni doors close!
- If teams are not prepared then they will not receive a warm-up.

Penalties

- This is a USA Hockey sanctioned tournament. All USA Hockey rules for penalties shall apply.
- Any player receiving four penalties in one game will ejected from that game.
- Fighting will not be tolerated! Fighting will result in that player being suspended from the tournament.
- Gross Misconducts and Match penalties will also result in suspension from the tournament.
- All minor penalties shall be 1.5 minutes, major penalties 4 minutes, and misconducts will be 7 minutes in Mite and Squirt divisions.
- All minor penalties shall be 2 minutes, major penalties 5 minutes, and misconducts will be 10 minutes in Pee Wee and Alumni divisions.