

2019 LABOR DAY FACE OFF TOURNAMENT RULES

Team and Player Qualification

1. Must be USA Hockey registered
2. The tournament fee has been paid
3. No player shall play for more than one team in the tournament otherwise he will be considered an ineligible player.

Game Scheduling and Rules

1. The official game schedule shall be provided to the coach or team manager before the start of the first game. All preliminary game schedules are invalid. Team managers and coaches are responsible for ensuring the team is at the rink at the correct time. Failure to do so results in the game being forfeited (score 1 to 0).
2. Team must be ready to play fifteen (15) minutes before the starting time on the official game schedule. Delays in the first face-off shall be subtracted from the time of the first period and a Delay of game Penalty may be assessed to the team causing the delay.
3. Game timing commences with a 3 minute warm-up, which shall begin at the designated starting time of the official game schedule. The timekeeper shall determine the warm-up by sounding the buzzer. Teams not ready will forfeit their warm up time.
4. All rules established and published by USA Hockey shall apply except when modified by the tournament committee.
5. All Round Robin Games shall have two 25 minute stop time periods.
6. One time out per team will be permitted in all games including all playoff games.
7. Overtime shall be played only in the Quarter Final, Semi Final and Championship games.
8. "Mercy Rule" shall apply as follows: If the score difference is (6) goals or more at any time during the last 10 minutes of the second period, the clock goes to running time. If the goal differential drops to five or less, stop time will then be re-implemented. All games will be played to a conclusion.
9. An injured or apparently injured player resulting in a stoppage of play must return to the bench and may return to the ice only after the next stoppage of play.
10. All suspended coaching staff/players are not allowed in the dressing rooms, on the bench or otherwise involved in the game.

Tournament Directors:

Jamie Mullen – 508-521-0169 JMullen@foxborosportscenter.com

Tyler Holske – 508-463-5537 masstier1faceoff@gmail.com

Game Points:

All preliminary games shall be scored as follows: 2 points for a win, 1 point for a tie, and 0 points for a loss.

Penalties: Minor penalties – 2 minutes, Major penalties – 5 minutes, Misconducts – 10 minutes
Fighting Penalties require a review by the tournament director to determine if player will be suspended for entire tournament.

How to Advance to Sunday's Playoff Rounds:

The winners of each bracket are determined in the following manner:

1. Points
2. Wins
3. Head to Head (if there is a 3 way tie head to head is excluded and go to tiebreaker #4).
4. Least goals against in all games played
5. Goal Differential in all games played
6. Least penalty minutes

Only Head coaches and/or managers may talk to the tournament director and all decisions by the tournament director are final.

Playoffs Formats:

14U Elite, 14U Tier 1, & 16U Tier 2 – Top 4 teams advance from each bracket. Semi Final and Final will be played two 25 minute stop time periods.

16U Tier 1 & 18U Tier 2 – top 4 teams advance from each bracket. Quarter Finals will be two 25 minute stop time periods. Semi Finals and Finals will be one 30 minute stop time period.

18U Tier 1 – Top 2 teams advance from Bracket 1 & 2 and top 4 teams advance from bracket 3. Quarter Finals will be two 25 minute stop time periods. Semi Finals and Finals will be one 30 minute stop time period.

18U Elite – Division A, B, C top 2 teams advance, Division D & E bracket winner advances. All Quarter finals will be played two 25 minute stop time periods. All semi finals and Final will be one 30 minute stop time period.

16U Elite – Top 2 teams advance from each bracket. All Quarter finals will be played two 25 minute stop time periods. All semi finals and Final will be one 30 minute stop time period.

15U Elite – Top 2 teams advance from each bracket. Semi Final and Final will be one 30 minute stop time period.

15U Tier 1 – 1st and 2nd place play two 25 minute stop time periods for Championship

Each team will be given one 1 minute timeout per game. If the game is tied overtime will take place. Overtime is one five (5) minute 4 on 4 sudden death period. If still tied game will play one five (5) minute 3v3 sudden death period. If still tied game goes to a 3 player shoot out. If still tied game goes to sudden death shoot out until there is a winner. No player may shoot twice unless all players have shot or team with least amount of players has shot.