

2018 Beantown Fall Classic- PLAYING RULES

Team and Player Qualification

1. Must be USA Hockey or CAHA registered.
2. The tournament fee has been paid.

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]. Each team is given three coaching passes for the weekend.
2. All teams must be ready to play [20] 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 3:00 minute warm-up, which shall begin when the doors for the Zamboni close. The timekeeper shall determine the warm-up by sounding the buzzer. The time keeper will not wait for teams who are not ready to take the ice when the Zamboni doors close.
4. All rules established and published by USA Hockey shall apply except when modified by tournament committee.
5. All Midget round robin games shall have 51 minutes of game time. Each game will play as 17 minute first period, 8 ½ min (ice cut) 8 ½ second period and then a 17minute 3rd period. There is NO OVERTIME IN ROUND ROBIN play unless it is a USPHL league game. The game will be recorded as a TIE in the tournament standings but a 5 minute OT will be played which will count towards USPHL league play.
6. In the Junior/U18 level at least one team, possibly two (depending on division) after round robin play, will advance to a crossover playoff game (see schedule for your teams divisions date and times). Each round of playoffs will be played as a “mini game” (one 30 minute period). One time out per team is permitted in the playoff round.
7. In the U16 level at least one team, possibly two or three (depending on division) after round robin play, will advance to a crossover playoff game (see schedule for your teams divisions date and times). The round of playoffs will played as a “mini game” (one 30 minute period). One time out per team is permitted in the playoff round.
8. All other teams **NOT** advancing to a crossover game at both the Junior/U18 and U-16 level will be reseeded based on criteria below for one exhibition game on Saturday or Sunday. All exhibition game will be played as three 15 minute periods with NO ice cut.
9. All U14/U15 games will be full games consisting of 3-15 minute stop time periods with no ice cut or overtime. The top team in each division will move on to the semifinals Sunday. There are NO consolation games at this level.
10. If a rink gets more than 40 behind schedule (injury, ice issues, etc) the tourney director may change the length of the periods/ice cut from the original time to three 15 minute periods with no ice cut. This is in an effort to not have last games of the night start unreasonably late.
11. Overtime shall be played only in the playoff games. If the game is tied after regulation a five minute sudden death 3 on 3 will be played. If no one scores during the overtime period there will be a three man shoot out to determine a winner. If it is still tied after five shooters then it will go to a sudden death shootout to determine a winner. You may only use a player once in the shoot-out unless everyone has shot once.
12. Mercy Rules: A “Mercy Rule” shall apply as follows only to the Midget U16/U18 divisions:
 - *If 5 goals separate the teams at the end of the 2nd period or any time during the 3rd period, running time shall commence and shall revert back to stop time if the difference at any time becomes less than 5 goals.*
13. When assigning the Junior/U18 and U16 midget consolation games the tourney committee may switch opponents, as long as the original start times are close, in an effort to match up teams that do not play each other during the year in league play.
14. All suspended coaching staff / players are not allowed in the dressing rooms, on the bench or otherwise involved in the game.

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.

Team Ranking: To qualify for the crossover playoffs you must finish 1st or 2nd in your division. Teams shall be ranked based on the total game points acquired in the preliminary rounds of their division. If a tie occurs then the following shall determine the ranking:

1. Head to Head (only applies if all of the teams involved in the tie had played each other)
2. Goals against
3. Difference between goals scored and goals against.
4. Games won
5. Random Draw/Coin flip