

*Flagstaff Youth Hockey Association
King of the Mountain 2009
Martin Luther King Holiday Hockey Tournament
Jay Lively Ice Arena
Flagstaff, Arizona*

PROCEDURES, POLICIES, RULES AND REGULATIONS

The FYHA King of the Mountain MLK Day Hockey Tournament is governed by the rules of USA Hockey, and it is each player, coach, and team manager's responsibility to be familiar with these rules. In addition, there are specific procedures, policies, rules and regulations which apply to FYHA King of the Mountain Hockey Tournament. Please review and be familiar with these as well.

I. PROCEDURES

1. All matters pertaining to team credentials, USA Hockey verification (IMR / Player Card) must be resolved with the Tournament Director prior to 4:00 PM Arizona MST. All team representatives are responsible for providing sufficient materials to verify USA Hockey registration and birth dates for all players. It is advisable that copies of birth certificates be available for review.
2. All team representatives are responsible for checking-in at the FYHA tournament information center in the Jay Lively Ice Arena lobby prior to each game. All pertinent tournament information regarding game results, team seeding, game and event schedule changes, tournament event information, suspension notices, and other items of importance will be available at this central location.
3. Off-ice issues pertaining to tournament organization and procedures shall be forwarded to the Tournament Director.

The Tournament Director is responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action and any other procedural disputes. The Tournament Director will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of Tournament Director are final.

4. All teams must use the assigned locker rooms posted at the FYHA tournament information center. Locker room keys are available from and must be returned to the information center. Keys may be picked up 1 hour prior to your game time. The team representative should be prepared to leave collateral (drivers license) when picking up key. It is the team representatives' responsibility to ensure that the locker room is clean (no trash/tape/food or drink) prior to vacating the locker room. The team representative is responsible for all damage done to the locker room or the facility.

5. All teams must be ready to begin play thirty- (30) minutes prior to the scheduled start time of each game. The scorekeeper will begin a three- (3) minute warm-up period when instructed by the on-ice official. The clock will begin regardless of whether skaters are on the ice. The game will start at the conclusion of the warm-up period. If a team is not ready to begin at that time, it will be charged a time-out. If a team is not ready to start at the conclusion of the time-out, the game will be forfeited (1 - 0).
6. **ALL PLAYERS SHALL REMAIN OFF THE ICE SURFACE UNTIL THE ICE SURFACING MACHINE DOORS HAVE BEEN COMPLETELY CLOSED AND THE ON-ICE OFFICIALS ARE PRESENT. VIOLATIONS OF THIS RULE WILL RESULT IN A 2-MINUTE BENCH MINOR FOR THE OFFENDING TEAM ASSESSED AT THE BEGINNING OF THE GAME.** All players shall exit the ice surface immediately after the center ice handshakes. All teams may have no more than four adult team representatives (including coaches) on the bench at any time. **All coaches, and any person on the bench area must be listed on the team's tournament roster and have the appropriate USA Hockey Coaching Education Program credentials.** All other persons, including parents, are excluded from the bench area of any team at any time.
7. Any players listed on the roster who are not dressing for a game (i.e., scratches) must be reported to the scorekeeper prior to the start of each game. A copy of the score sheet may be obtained from the FYHA tournament information center approximately 30 minutes after both teams have left the ice surface. **Do not wait on the ice surface or approach the official scorekeeper looking for the score sheet.** Each team representative is responsible for checking the accuracy of the score sheet. Report all discrepancies to the Tournament Director prior to leaving the facility.
8. Home and Visiting teams are indicated on the tournament schedule. **Home teams shall wear their white or light colored jersey and matching socks. Visitors will wear dark jerseys and matching socks.** (Each team must wear the assigned home or away colors unless otherwise instructed by the Tournament Director) All jerseys must have a player number clearly displayed. That number must correspond to the player listed on the scorekeeper's roster. Home and Visitor benches are as indicated at the rink.
9. The tournament director or a representative of the director, after consultation with the referee, may cancel any game in progress in any instance where he or she believes it necessary to protect the welfare of players or officials. In the event of such a cancellation the tournament director or his/her representative shall determine the results of the game for tournament standings.

GENERAL DESCRIPTION OF BRACKETS

All division, bracket, competitive level placements and opponents are made solely at the discretion of the Tournament Director and are final.

II. POLICIES

1. All alcoholic products are prohibited at the Jay Lively Ice Arena. Violators caught bringing alcoholic products into the building or parking lot are subject to arrest and will be asked to leave, as well as the violators' team being subject to disqualification and suspension from the tournament.
2. Any person causing damage to Jay Lively Ice Arena property will be fined commensurate with the damage and will be removed from the premises and/or suspended from all FYHA King of the Mountain activities until the fine is paid in full. All persons are subject to prosecution to the fullest extent of the law.
3. The Flagstaff Youth Hockey Association is not responsible for claims against, penalties assessed, or damages caused by the tournament teams and their participants while staying at the local hotels. All team representatives are responsible for ensuring that all agreements, practices, policies, and restrictions of the Hotels and their guests are fully understood. Ensure that all claims are settled prior to your departure from the hotels.
4. There is zero tolerance for verbal abuse of any player, official, parent or spectator. The Tournament Director reserves the right to remove any violator from the premises for conduct they deem inappropriate. Team representatives and/or coaches are responsible for the actions and behaviors of their players, parents, and fans. USA Hockey Zero Tolerance Policies and Guidelines must be observed at all times.
5. All spectators are asked to remember that good sportsmanship demonstrated by all spectators is just as important as the behavior on the ice. The primary purpose of this tournament is to provide a positive and fun atmosphere for all participants.

III. RULES AND REGULATIONS

1. Only players listed on the official King of the Mountain team roster may play in a tournament game. Any team using a player not properly listed on the team roster will forfeit that game (1 - 0). Any team using a player suspended for any reason will forfeit that game (1 - 0) and the suspended player will be ejected for the remainder of the tournament. Suspended players may attend tournament games but are not allowed on the player bench area.
2. Any fighting, gross misconduct or match penalty will result in a tournament suspension. Any increase in a suspension for a player or coach above minimum requirements is at the discretion of the Tournament Director. Game misconduct penalties will result in a minimum one game suspension. Any player suspended from a game for the second time in the King of the Mountain tournament, for any reason, will be ejected for the remainder of the tournament. The Tournament Director's decision is final.
3. All players are required to wear mouth guards according to USA Hockey Rules. A misconduct penalty may result from each infraction.
4. Helmets must be worn at all times during warm-ups, games, handshake line, and anytime in the player bench or penalty box area.
5. Penalty box monitors or attendants are allowed and encouraged at all levels. (Reminder: Penalty Box attendants must refrain from coaching and loud cheering while in the penalty box.) Penalty times for all divisions will be as follows: **Minor** 2:00 minutes; **Major** 5:00 minutes; **Misconduct** 10:00 minutes (Penalties during running or stop time are of the same duration.) **NOTE:** "Checking from behind" can be a major penalty depending on the situation. In most cases it can result in a two-minute minor and a ten-minute misconduct penalty for the first offense. A second offense will result in a one game suspension.
6. Mite and Squirt tournament games will be allotted seventy (70) minutes to complete three (3) twelve (12) minute stop-time periods. Pee wee and Bantam tournament games will be allotted seventy-five (75) minutes to complete three (3) thirteen (13) minute stop-time periods. There will be no overtime periods. The scorekeeper will mark the official start time on the score sheet at the start of the warm-up period. There will be a one- (1) minute break between each period. The Tournament Director reserves the right to impose curfew in order to maintain the tournament schedule.

Exception: If at any time during the game the goal differential reaches six (6), the game clock will go to running time and will not stop for any reason other than at the discretion of the on-ice officials until the game ends or the goal differential is reduced to less than six (6). The game clock will not be stopped for goals scored, penalties, injuries, or any other reason while the running time is in effect unless directed by the on-ice officials.

7. Each team shall be allowed no more than one (1) time-out during any tournament game. All time-outs will be thirty- (30) seconds in duration. **Time-outs are not allowed while running time is in force.**

8. Points will be awarded in the following manner:

Win 2 Points
 Tie 1 Point
 Loss 0 Points

In addition, one point for each period will be awarded for earning the most goals in that period. Thus, five (5) points are available in each game. One-half (.5) point is awarded for tied periods.

For example:

	Period 1		Period 2		Period 3		Outcome		Total	
	Goals	Points	Goals	Points	Goals	Points	W/L	Points	Goals	Points
Team A	1	0.5	1	1	0	0	L	0	2	1.5
Team B	1	0.5	0	0	3	1	W	2	4	3.5

9. There will be no semi-final round; all points earned will carry forward to determine seeding for the "Championship" and "Consolation" Games.
10. The following tiebreaker formula will be used to determine the order of finish (seeding) after round-robin play: a) total points; b) head-to-head record between all teams with equal points; c) most wins overall; d) total goal differential; e) fewest goals allowed overall; f) fewest penalty minutes overall; g) coin toss.
11. All tournament "Championship" and "Consolation" games that end regulation in a tie shall use the following process to determine a winner: a) five (5) minute running time "Sudden Death" tiebreaker - i.e, first to score wins; b) if the tie still exists after the "Sudden Death" tiebreaker, a shootout to determine a winner as prescribed below:
- I) Each team will select five (5) players to participate in the shootout;
 - ii) In the first round, players from each team will alternate shots, with the visiting team shooting first;
 - iii) Players will start at center ice and will begin play at the direction of the referee;
- Goalkeepers must remain in their crease until the shooting player has started play by touching the puck;
- iv) Players are allowed one shot/shooting attempt only (no rebounds are allowed);

- v) After all ten (10) players have finished their attempts; the team with the most goals is declared the winner;
 - vi) If, after all ten (10) players have finished their attempts, the game remains tied; each team will start the second round by selecting one (1) player who has not yet participated to take a turn. The shootout will proceed one player at a time, each team having an equal number of turns with the home team participating last in each round. One turn for each team constitutes a round. Only after all players listed on a teams' game roster have taken a turn during the shootout, may a player take a second turn during the shootout. The team that leads at the conclusion of any round will be the winner.
 - vii) Any team listing a player on their game roster who is not dressed for the game will forfeit the game when that player becomes eligible for the shootout. **Ensure you scratch all players who will not participate in the game.**
12. All referees will be USA Hockey certified. The Tournament Director shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action and any other procedural disputes. The Tournament Director will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of Tournament Director are final.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO ADD TO, AMEND OR REMOVE ANY PROCEDURE, POLICY, RULE OR REGULATION PRIOR TO THE START OF THE TOURNAMENT. .

For Information, please contact Matt Evans at 928-814-8111.