



2018 LOS ANGELES JR. KINGS LABOR DAY FESTIVAL TOURNAMENT RULES

REGISTRATION

The registration fee is \$1,795.00 for 10U through High School divisions; \$1,895.00 for the 12U AAA division; and \$1,000.00 for 8U A and B teams. The fee includes game ice, on-ice officials and timekeeper/scorekeeper.

No refunds shall be neither granted nor additional costs charged to teams. When a team accepts an invitation to play in the tournament, that team incurs a responsibility to the host team and other participating teams.

All USA Hockey rules will apply. All teams and players from the United States participating in the tournament shall be properly registered with USA Hockey.

The tournament application deadline is Friday, August 10, 2018.

CREDENTIALS

Each team must submit their official USA Hockey (Form T-1) roster no later than Friday, August 17, 2018, and at check-in prior to the tournament provide (tournament team rosters will not be accepted unless approved by the tournament director):

- Official in-season USA Hockey T1 roster
- Waiver of Liability for each non-online registered member (i.e. any player, coach or manager that does not have an ampersand next to their names on the USA Hockey roster (Form T-1))

The USA Hockey Sanction # for the tournament is: 18.19-CS-08

Only players (including goaltenders) listed on the official tournament team roster may play in the tournament games.

Double-rostering players on two teams (maximum) is permitted provided the player does not double-roster on teams within the same division *and* approval is granted by the tournament director.

Players may be added and/or deleted to a team prior to the start of the tournament, Friday, August 24, 2018, provided each player addition/deletion is submitted in the form of an official USA Hockey Supplemental roster.

Being an in-season tournament, the tournament credentials chair reserves the right to refuse the participation of added "guest" players from another association and/or within the team's association that do not have the proper documentation in the form of a temporary release and/or are currently playing on a USA Hockey tier level team.

Each team must submit to the Tournament Credentials Chair a list of the locker room attendant(s) as per USA Hockey/CAHA policy. In addition, each team must submit proof that all coaches, managers and locker room attendant(s) have successfully passed a background check and completed the SafeSport Training.

For SCAHA and NORCAL teams, the CAHA-published screening compliance list will be used for verification. In addition, all coaches must have a current CEP coaching level.

TOURNAMENT STRUCTURE

The Tournament Director is: BRIAN MCDONOUGH

The Chairman of the Tournament Discipline Committee is BRIAN MCDONOUGH. The Committee includes NICK VACHON and KELLY SORENSEN.

The committee will be composed of not less than three (3) people and not more than five (5) people. The committee shall have full power to increase the suspension under USA Hockey playing rules and will report to the CAHA First Vice President any match penalties, along with any recommendations from the Committee for further action.

The Chairman of the Tournament Credentials Committee is BRIAN MCDONOUGH

The tournament will schedule all on-ice officials. The tournament will utilize a three-man system for Midget, High School, Bantam and Pee Wee AAA games; two-man system for all other Pee Wee and Squirt games; and one-man for Mite games and utilize the most qualified officials available. The tournament will provide all minor officials for all games, including a timekeeper and scorekeeper.

Under no circumstances is USA Hockey, CAHA or the Los Angeles Jr. Kings or the applicable rink or arena management, including Toyota Sports Center, responsible for any cost of medical services incurred as a result of a player or spectator being injured while participating in or watching games during the tournament, including in the locker rooms prior to or after the games and entering and exiting the facilities.

All participants will be required to sign a Toyota Sports Center Waiver and Release of Liability Agreement prior to participating in the tournament. This agreement form must be presented and submitted to the Tournament Credentials Committee for all players prior to the start of the tournament.

All participating teams are required to have a light-colored and dark-colored jersey. The designated home team will wear the light-colored jersey and the

visiting team will wear the dark-colored jersey.

PROCEDURES

All teams must use the locker room assigned to them during check-in. It is the team managers/representatives responsibility to ensure that the locker room is clean (no trash/tape/food or drink on the floor) before vacating the locker room after each game.

The team manager/representative is responsible for all damage done to the locker room, equipment in the locker or the facility. Locker room keys must be returned to the security counter promptly after the team vacates the room.

Each team/team manager is responsible for the safeguarding of all team items in the locker rooms. Toyota Sports Center and the tournament assume no liability or responsibility for any theft or damage.

All team representatives are responsible for checking the "information" desk for any schedule changes, suspensions and other important information.

All tournament results, point totals and final game schedules will be posted on the tournament score/standing board upstairs beside the "information" desk (across from the security office at Toyota Sports Center).

The tournament prohibits the use of any photographic/video/electronic equipment in the penalty box and/or game bench; only pre-approved tournament officials will be permitted such use.

Game scores will be posted on the tournament's Web site: www.tinseltownhockeytournaments.com. Scanned e-mail/smartphone images of game scoresheets will be distributed to team managers following each game.

Before each game, all coaches or team managers must sign the blank draft copy of the scoresheet after verifying that only players listed on the official USA Hockey roster are present; players absent must be crossed off and jersey numbers changes adjusted, if applicable.

Each Squirt-and-older team is guaranteed 4 (four) games for the tournament. The number and length of the Mite A and B games will be determined by the number of teams participating.

GAME PLAY

All Squirt-and-older games will consist of three, 13-minute stop time periods.

There will be 3-minute warm-ups before each game.

All teams must be available and prepared to start their games up to 30 minutes prior to the scheduled start time listed in the official tournament schedule.

Outside of the Mite A and B divisions, all games will be stop time. If during the course of any game either team has a seven- (7) goal advantage, the game clock will change to "running time" for the duration of the game without regard as to which period in which the seven- (7) goal advantage occurs.

Once a “running time” clock is instituted in a game, the clock will only be stopped if the referee instructs the timekeeper to do so. Furthermore, “running time” will remain in effect for all of the remaining time in the game even if the losing team at the time scores goals to decrease the original seven- (7) goal deficit.

In the event a penalty is called during “running time,” the start of the penalty will be the time of the ensuing faceoff. The duration of the penalty will be three (3) minutes running time. Should the penalty time expire during a stoppage of play, the penalized players cannot return to the ice nor may the penalized team place an additional player on the ice until play has resumed.

If at the commencement of the third period there is 20 minutes or less remaining in the scheduled time slot, the last 10 minutes of the period will be played as running time at the discretion of the tournament director.

No team will play more than two (2) games per day. There will be a minimum of four (4) hours between games on one day and a minimum of 12 hours between games on consecutive days (time to be calculated from the end of game to the beginning of the next game on the published tournament schedule).

An ice cut will be made at the beginning of each game.

Each team may call 1 (one) timeout during each game that will be no more than 30 seconds in length.

As per USA Hockey rules, only four (4) coaches other than dressed players are allowed on each team bench. Only coaches listed on the tournament application and team roster and holding the appropriate coaching certification level and module are permitted on the game bench.

INJURY/CONCUSSION RETURN-TO-PLAY POLICY

The tournament will have first aid materials and EMT support on site at all times. The on-site medical staff may consist of a combination of doctors, nurses, EMTs or certified athletic trainers.

The on-site medical staff will have the overriding authority to determine if a player’s injury warrants removal from the game and/or referral to the local hospital. If a player is referred to the local hospital and intends to return to play, the player must provide a written release from the doctor who examined him/her determining that the player is able to return to play. However, even with the medical release from the examining doctor, the final authority to allow the player back on the ice will rest with the host’s on-site medical staff.

No coach, team doctor, team trainer, parent or guardian may take responsibility for the player returning to the ice without the approval of the tournament host’s on-site medical staff. There will be no exceptions, even if a player’s parent(s) happen to be a doctor or other medical professional. Only the on-site medical staff can approve the player’s return to the ice.

NOTE: The above reflects the minimum standard to be followed for return to play following an injury/concussion. If state laws require higher standards of care, then those state laws shall be followed.

If requested, the tournament will provide each team a list of nearby medical facilities prior to the first game. The cost of any medical care is the responsibility of the injured player and/or his or her team.

TIEBREAKER PROCEDURES - GAME PLAY

All games will be played to a winner. In semifinal, pool-play and consolation games, if the game is tied after regulation play there will be a five- (5) minute, 3-on-3 sudden-death overtime period. If the game is still tied after the overtime period, the game will proceed to a three-man shootout, followed by a sudden-death shootout. (NOTE: No player may shoot a second time until the team with the least number of players on its bench has used all its players).

In case of championship games, the game will continue to play one 13-minute, 5-on-5 sudden-death overtime period until a winner is declared. If the championship game is still tied after the overtime period, the game will proceed to a three-man shootout, followed by a sudden-death shootout (NOTE: No player may shoot a second time until the team with the least number of players on its bench has used all its players).

Mite A and B championship games will proceed directly to a three-man shootout. All other Mite pool games will end in a tie (pool points will be awarded as follows: two points for a win; one for a tie; zero for a loss).

Division standings will be determined by points: Two (2) points for a win in regulation, overtime or shootout; one (1) point for a overtime or shootout loss; and zero (0) points for a regulation loss.

The maximum goal differential that will be recorded for all games is seven (7). Meaning if a team wins by an actual score of 10-2, that game will be recorded with a final score of 9-2, reflecting the seven-goal maximum differential.

A forfeited game will be recorded as a 0-7 loss for the team declaring the forfeit. The opposing team will be credited with a win and receive three (3) points in the tournament standings; the team that forfeits zero points.

Standings shall be determined by points; that is zero (0) points for a regulation loss; one (1) for an overtime or shootout loss; and two (2) points for a win (regulation, overtime or shootout).

TIEBREAKING PROCEDURES - STANDINGS

If two or more teams have an equal number of points after pool/round-robin play, their position in the standings shall be determined by the following tiebreaker formula.

- 1) Head-to-head winner
- 2) Best goals-for/goals-against differential from games played amongst each other
- 3) Fewest goals-against from games played amongst each other
- 4) Best goals-for and goals-against differential from all games played
- 5) Fewest goals-against from all games played

All Mite A and B pool games will be played to a regulation tie. In the case of championship and semifinal games, the games will be decided by a 3-man shootout.

SPORTSMANSHIP

All players, coaches, officials, team officials and administrators, spectators and other attendees must adhere to the "Zero Tolerance Policy" set forth in the USA Hockey Annual Guide Book.

In the event any player(s) or team(s) participating in the tournament willfully damages any property, all costs for repairs or replacement as a result of such damage shall be the responsibility of the team(s) involved and such team(s) shall make arrangements for immediate restitution to the rink or hotel management.

Any person causing damage to the Toyota Sports Center property will be fined commensurate with the damage and will be removed from the premises and/or suspended from all Toyota Sports Center property activities until the fine is paid in full. All persons are subject to prosecution to the fullest extent of the law.

Any infractions of this requirement shall be referred to the Tournament Discipline Committee for possible further action.

The Los Angeles Jr. Kings and Toyota Sports Center support the USA Hockey zero-tolerance initiatives for verbal abuse of any player, official, parent or spectator. The tournament director and rink staff reserves the right to remove any violator from the premises and any issues regarding abusive behavior or conduct will be referred to the Tournament Discipline Committee for possible further action.

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