



Tournament Rules and Regulations

Regulations

1. All Teams must be rostered with USA Hockey, the Canadian Hockey Association or the appropriate IIHF affiliate.
2. Teams are required to bring their official team roster as well as, their travel permit (if required by their governing body) to each game.
3. Teams should report to the arena at least one hour prior to each game.
4. A maximum of four team officials may be on the player's bench at one time. Additionally, each team will provide a penalty box official.
5. **All teams must be prepared to begin any game 15 minutes ahead of schedule.**
6. In most instances the home team will wear white jerseys and visitors wear dark. If a team has 2 sets, it is strongly recommended that they bring both sets to each game. The home team is be listed first on the schedule.
7. For a player to participate in a semi-final or final game, they must play in a minimum of two prior games in the tournament.
8. Prior to each game and after the three minute warm-up, players (except goal tenders) should immediately return to the benches and center ice face-off circle to begin the game. Congregating in other places on the ice could result in a minor penalty for delay of game.

Scoring Rules

1. All divisions will be scored 2 pts for a win, 1 pt for a tie, and 0 pts for a loss per game.
2. Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting another team's playoff status, may be reviewed by the tournament director to determine which teams advance beyond preliminary round play. Use of ineligible players will disqualify a team from the tournament. All games played by a disqualified team will be forfeited. No monies will be refunded.
3. If a team is down by 5 or more goals in the 3rd period, running time will commence. If the gap is closed to two goals, stop time will resume. The maximum goal differential attainable per game is +/- 6.

Officials

1. All Big Bear Tournament officials are current members in good standing of USA Hockey and are deemed qualified to officiate at the level of play assigned.
2. A zero tolerance for verbal abuse is in effect and will be enforced for all team officials, players, and spectators.
3. Appropriate penalties will be assessed for disputing or arguing a decision of the officials, any visual demonstration of dissatisfaction, or for the use of obscene or vulgar language to anyone at anytime during the tournament.
4. Please keep in mind that the tournament director does not have the authority to reverse the decisions of the game officials.

USA Hockey Rules

1. Big Bear Tournaments are sanctioned by USA Hockey and will follow USA hockey rules. The following USA Hockey rules may not be familiar to teams from other IIHF affiliates.
 - a. Any player receiving 4 or more penalties in 1 game must sit the following game.
 - b. If a team receives 12 or more penalties in 1 game, the head coach must sit the following game.
 - c. There is no center ice red line except for icing and icing the puck will result in a faceoff when shorthanded for all youth divisions.
 - d. Body checking is prohibited for U12 (Peewee) and below.
 - e. Canadian teams are required to wear mouth guards and neck guards according to the rules of their governing body.
 - f. All minor penalties are 1 minute, 30 seconds All major penalties 4:00
All misconduct penalties 8:00 All match penalties 4:00
 - g. Anyone game misconduct must sit the next game and anyone receiving a match penalty is disqualified from further play.
2. The acting tournament director (ATD) reserves the right to take measures necessary to ensure a safe tournament for the participants including the modification of any rule(s) herein which is deemed by him/her to be in the tournament's best interest. Decisions of the acting tournament director are final. USA Hockey rules will not be modified by the ATD.

Game Format

1. 3 minute warm-up. Midget games are subject to curfew at the ATD's discretion.
2. In the semis and final, if the teams are tied at the end of regulation a five minute 3 on 3, sudden death overtime will occur. If the score remains tied after the overtime, a SHOOTOUT will take place.
3. Each head coach will designate five shooters to represent the team in the shootout prior to the game with an asterisk by their names on the score sheet. If a designated player is either injured or serving a penalty, the coach must choose another player to participate in the shootout. Each designated shooter for both teams will alternate shots, home team first, with all 10 players shooting unless the advantage by one team is out of reach. If the score remains tied, **new** players will participate in a **sudden death** shoot out with the visiting team shooting first. The players in the 1st group of 5 may not shoot again until all other eligible players on their team have had a turn. Goalie are not eligible.

Semi-Finals & Finals

1. Please refer to tournament scoreboards or speak to a tournament official in order to determine the playoff format for each division. It is incumbent upon the team officials to confirm with a Big Bear representative whether or not their team has advanced beyond preliminary round play prior to leaving the arena following their final preliminary round games.
2. Tiebreakers - To determine teams advancing to the semi & final rounds. If more than 2 teams are tied, as soon as the tie is broken, the tie breaker is reapplied to any remaining ties. For divisions where there are 3 tied teams see Para. 3b, c, and d.
 - a. Head to Head Competition - Direct play between two tied teams.

- b. Goal Differential - The team with the greater goal differential will advance.
- c. Fewest Goals Against
- d. Lowest Total Penalty Minutes
- e. Coin Toss

3. Special Exceptions

- a. In a division of 6 or 8 teams where crossover games are the format, the top point getters will advance based on the division format and at the ATD discretion.
 - b. If all tied teams have not played one another, then “head to head” competition is not applicable and goal differential will be the first tie-breaker. The only exception to this rule is in the event of a three way tie where one of the tied teams has defeated both the teams they are tied with in points after preliminary round play. For example: team “a”, team “b” and team “c” are tied. Team “a” has defeated team “b” and team “c” in preliminary round play. However, team “b” and team “c” have not played one another. In this case, team “a” would advance because during preliminary round play they defeated both the teams that they are tied with in points.
 - c. In a situation where three or more teams are tied and all teams have not played against each other and goal differential is used as the first tie breaker thus eliminating one or more of the tied teams, then the “head to head” tie breaker will take precedent if “head to head” conditions exist.
 - d. Three tied teams – all three have played each other and have alternated victories and/or ties. For example: team “a” has defeated team “b”. Team “b” has defeated team “c”. Team “c” has defeated team “a”. In this instance, goal differential involving games among tied teams only would be the first tie-breaker used. Therefore, goal differential of team “a” vs. team “b”, “b” vs. “c”, and “c” vs. “a” would be tallied and the team with greatest goal differential would advance. If still tied, tie breakers 2c and 2d would be applied in order using appropriate data from games among tied teams only.
4. One, 30 second time out per team, per game, is allowed for semi-final and final games but not in the overtime.
5. For the final: while the team finishing 1st is typically the home team, an exception, where necessary, will be made to afford players the opportunity to wear dry jerseys.
6. These rules may be amended prior to the tournament to coincide with any changes in the tournament format.