



Denver, CO SuperSeries 96-99



December 3-5, 2010 (99s) December 10-12, 2010
(96s & 98s), February 19-21, 2011 (97s)

Tournament Procedures, **Policies and Rules**

The SuperSeries is governed by the rules of USA Hockey, and it is the responsibility of each player, coach and team manager to be familiar with these rules and ENSURE each and every participating player and coach is registered with USA hockey for insurance purposes. In addition, there are specific procedures, policies, rules and regulations that apply to the subject Tournament. Please review and be familiar with these as well.

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

NOTE: 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.

PROCEDURES

1. All Team Representatives (manager or coach) must check in at least one (1) hour before their scheduled first game at the information desk. The information desk is located in the lobby of Big Bear Ice Arena
2. All teams must use the locker room assigned to them during check-in. Locker room keys will be issued at check in.
 - It is the team managers/representatives responsibility to ensure that the locker room is maintained and kept clean (no trash / tape / food or drink on the floor) prior to 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.
 - Each team/team manager is responsible for the safeguarding of all team items in the locker rooms. Big Bear Ice Arena and/or the Colorado Thunderbirds assume no liability or responsibility for any theft or damage.
3. 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 Board upstairs.
4. All teams must be ready to begin play fifteen (15) minutes prior to the scheduled start time of each game. A 3 minute warm-up will begin as soon as the Zamboni doors are closed
5. Any forfeited games will be recorded as a 3-0 score.

6. All teams may occupy the player's bench prior to the completion of the ice resurfacing. **ALL PLAYERS SHALL REMAIN OFF THE ICE SURFACE UNTIL THE ZAMBONI DOORS HAVE BEEN COMPLETELY CLOSED AND ON-ICE OFFICIALS ARE PRESENT.**
7. Anyone on the player's bench must be listed on the team's tournament roster. All parents, visitors and spectators are to remain away from the player's bench and penalty box areas.
8. It is the responsibility of the team manager to obtain the game sheet from the information desk prior to the start of the game and provide to the scorekeeper. The game sheet will already be affixed with rosters from both teams.
9. A copy of the score sheet may be obtained at the information desk approximately 20 minutes after both teams have left the ice surface. The scorekeeper will return the completed score sheet to the information desk after each game. Report all discrepancies to the coordinator prior to leaving the facility.
10. Home and Visiting teams are indicated on the tournament schedule. Home teams shall wear light colored jerseys and matching socks. Visitors will wear dark jerseys and matching socks. All jerseys must have a player number clearly displayed. Taped numbers or players without numbers will not be permitted to participate.

POLICIES

1. Alcoholic products are prohibited outside of the common viewing area upstairs. Anyone abusing alcoholic products will be asked to leave.
2. Damages: Any person causing damage to **Big Bear Ice Arena** property will be fined commensurate with the damage and will be removed from the premises and/or suspended from all tournament activities until the fine is paid in full. All persons are subject to prosecution to the fullest extent of the law.
3. The Colorado Thunderbirds supports the USA Hockey zero tolerance initiatives for verbal abuse of any player, official, parent or spectator. The Tournament Hockey Director or rink staff reserves the right to remove any violator from the premises.
4. All on-ice officials are currently and completely registered and in good standing with USA Hockey and their respective State Association or the International Ice Hockey Federation, (IIHF).
5. Ambulance Service: To insure the quickest response time, anyone may contact the EMT Services (911) in the event of an emergency situation. You may contact the Rink Manager on duty to call 911. Any trips to the hospital using the transportation of an ambulance service or any other means that requires payment of service fee is the responsibility of the transported.

GAME RULES AND REGULATIONS

1. Specific Tournament Rules and Regulations are outlined below. If a situation arises that is not covered by these Tournament Rules, then USA Hockey Rules and Regulations apply. All decisions by the Tournament Director are final.
2. Rosters: Only players (including goaltenders) listed on the official Tournament team roster may play in tournament games. A player's name may only appear on one (1) roster for the Tournament
3. Mouth Guards: All players in the Tournament are required to wear a colored - non clear (Rule 304C) mouth guards.
4. Penalty / Box Attendant: Each team is responsible to provide its own penalty box monitor or attendant.
5. Penalty times will be as follows: Minor 2:00 minutes, Major 5:00 minutes, Misconduct 10:00 minutes

6. Game Lengths: 6 Games Guaranteed; 4 Round Robin games will be: 3 - 17 minute periods. Plus final Round Robin game and Final game will be: 3 – 15 minute periods. There will be NO runtime for goal differential. In the event a game may run past the allotted 90 minute slot, the scorekeeper will adjust the game clock to the allotted time left in the 3rd period. **No exceptions**
 - a. Example, at approximately the 10 minute mark of the 3rd period if there is 8 minutes left in the 90 minute (82 minutes expired) slot then the scorekeeper will adjust the game clock to read 8min and runtime will begin.
 - b. This precaution is to be utilized as a last resort but our experience shows that we constantly completed 17min periods games in 90 minutes
7. Warm-up period: three (3) minutes.
8. Period Break: There will be a one (1) minute break between each period.
9. It is the responsibility of the coach to ensure their team is ready to go at the start of each period and the sound of buzzer after timeouts
10. Time Out: One 30 second time out is permitted per team per game.
11. Tie Games: If the game ends in a tie, each team will be awarded a point in round robin play. In the event a Final game (6th game) should end in a tie, the tie will be broken in a 3-player shootout which will determine the winner.
12. All divisions will be scored 2 pts for a win, 1 pt for a tie, and 0 pts for a loss per game.
13. The maximum goal differential attainable per game is +/- 6.
14. Tie-breaker: The following tie-breaker formulas will be used to determine the order of finish (seeding) after bracket play:
 - Most wins overall, Head to Head Competition - Direct play between two tied teams, Goal Differential, Fewest goals allowed overall, Lowest Total Penalty Minutes, Coin Toss.
15. SHOOTOUT PROCEDURES:
 - a. Each team will select three (3) players to participate in the shootout. If a player is serving a penalty, he is unable to participate. Once a player shoots he/she is no longer eligible to participate until every player on the bench (excluding goal tenders, players serving penalties or players that are injured) has participated at least once.
 - b. After all six (6) players have finished their attempts; the team with the most goals is declared the winner.
 - c. If, after all six (6) 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 in the shoot out, to take a turn. The shootout will proceed one player at a time with each team having an equal number of turns
 - d. The **home team shoots last in each round.**
 - e. Only after all players (not including goaltenders and players severing penalties) listed on the game score sheet have participated may a player take a second turn.
 - f. During the second round and beyond, the team that scores first, with the other failing to score, is declared the winner.

Please go to the following websites
<http://sites.google.com/site/superseriesorg> or
www.tbirdhockey.org for additional information