







## Orlando Youth Hockey Association – Tier II 6<sup>th</sup> Annual MLK Invitational Youth Hockey Tournament

-  Admission for this event is \$5 per day (both venues included in daily fee), or \$10 for the entire weekend (both venues included).
-  Each team is required to have a USA Hockey roster signed by their local registrar. No player or goalkeeper may appear on more than one (1) roster for the entire tournament in the same division, or in multiple divisions. (i.e. "Double-rostering" of players will NOT be permitted in this tournament).
-  Each team must provide a representative for their team's penalty box
-  Tournament Locations:  
 RDV Sportsplex: 8701 Maitland Center Blvd. in Maitland, FL 32810 (407-916-2550) [www.mvpsportsplex.com/rdvsportsplex](http://www.mvpsportsplex.com/rdvsportsplex)  
 Ice Factory of Central Florida: 2221 Partin Settlement Rd., Kissimmee, FL 34744 (407-933-4259) [www.icefactory.com](http://www.icefactory.com)
-  All teams must be prepared to play as early as Friday, January 15, 2010 at 5:00pm. Games may go as late as 6:00pm on Monday, January 19<sup>th</sup>, 2010.
-  All games, unless noted in this document, will be played under the auspices of the 2009-2011 USA Hockey Playing Rules.
-  Game Formats:

	Length of Warm-Up	Length of Period	Break between Periods	# of Timeouts per Game	Game Curfew <sup>1</sup>
Mites	1:30	12:00	1:00	1	65:00
Squirts	1:30	12:00	1:00	1	65:00
PeeWee	2:30	13:00	1:00	1	70:00
Bantam	2:30	13:00	1:00	1	70:00
U16	2:30	13:00	1:00	1	70:00
U18	2:30	13:00	1:00	1	70:00

<sup>1</sup> For curfew purposes, game time commences when the warm-up dock begins

-  All games will be played stop time. Running time will be played in the 3<sup>rd</sup> period of any game in which the score differential is 6 goals or more and only during that time commencing immediately upon the scoring of the goal that creates the 6 goal differential. Any time the score differential is 5 goals or less, the clock will revert back to stop time beginning immediately upon the scoring of the goal that reverts the goal differential back to 5 goals.
-  Teams must be dressed and ready to play a minimum of 30 minutes prior to their regularly scheduled game time. The first game each day on each rink is exempt from this rule. If the ice is available, the scheduled game will start early. If one team does not have enough players to officially start the game, the clock will begin to run. One goal will be assessed against the offending team for every 2 minutes that the clock runs while the team is unable to start the game. If, at the end of the first period, the offending team is still not able to start the game, the game will be scored a forfeit. Forfeits are scored as 6-0 in the standings in favor of the non-offending team.
-  Once a combined total (both teams) of 20 penalties of any kind have been assessed in any game, the clock will run during all stoppages of play commencing when the puck is dropped immediately following the assessment of the 20<sup>th</sup> penalty for the remainder of that game. If during the last minute of the 3<sup>rd</sup> period of such a game the score differential is 1 goal or less, the clock will revert back to stop time during the last minute of the 3<sup>rd</sup> period while the score differential remains at 1 goal or less. All overtime periods will be played stop time, regardless of the number of penalties assessed during the game.
-  All round robin games that are tied at the end of the 3<sup>rd</sup> period will remain tied, and each team is awarded a single point in the standings. All playoff games that are tied at the end of the 3<sup>rd</sup> period will play a 6-minute, 4-on-4, overtime period. Neither team may be reduced to less than 4 skaters (4 players or 3 players plus the goalkeeper) at anytime during the overtime period due to penalties<sup>2</sup>. If the game is still tied after the overtime period, a 5-man shootout will occur. All penalized players whose penalties have not expired at the conclusion of the overtime period are not eligible to participate in the shoot-out. The team designated as the home team will be given the option to shoot first or second. A team must use 5 different shooters in this round of the shootout. If the score is still tied at the end of the 5-man shootout, a sudden-death shootout will commence. Each round of the sudden-death shootout will consist of one shooter from each team. The sudden-death shootout will continue until one team scores and the other does not, at which point the team scoring the goal will be declared the winner. Every non-penalized, non-injured player on a team's roster must shoot once in the shootout before any player can shoot a second time in the shootout.

<sup>2</sup> In the instance where a team would normally be required to play two skaters below normal numerical strength, that team would only skate one player short, and the second penalty would stack. In the event a team is two players short at the end of the 3<sup>rd</sup> period, then the penalty with the least amount of time remaining would be served first, and all other penalties would be served subsequent to the expiration of the prior penalty assessed, in the order they were assessed.



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### Standings Tie-Breakers:

- 1) Least amount of games forfeited
- 2) Most points accumulated during Round Robin play (System: Win = 2 Points, Tie = 1 Point, Loss = 0 Points)
- 3) Head to head result (only to be used if 2 teams are tied in the standings)
- 4) Least Goals Against
- 5) Goals For/Against Differential\*
- 6) Fewest Penalty Minutes Assessed
- 7) Coin Toss

\*Goal Differential cannot exceed 6 goals for any single game when applying this tie-breaker only

**Squirt Division Format:** Two pools (Gold and Black), 4 teams in each. After all round robin games, the top seed from each pool advance to the Championship Game.

**Midget U16AA Format:** Teams with best 2 records from amongst all 10 teams after 4 round robin games advance to the Championship Game.

Any player or Team Official who is suspended during the tournament will be suspended from all divisions in the tournament until the suspension has been served in the age division in which the suspension was incurred. If the suspension cannot be served during the tournament, the player or team official will not be permitted to further participate in the tournament.

Any player or Team Official who is assessed a Match Penalty will immediately be suspended for the duration of the tournament. The incident shall be reported to the Tournament Discipline Committee. All suspensions shall be reported to USA Hockey.

Profanity or excessive taunting will not be tolerated from players, team officials, parents or fans. Players and team officials will be assessed penalties in accordance with USA HOCKEY'S ZERO TOLERANCE rules. Spectators guilty of the above will be asked to leave the facility. This philosophy will be strictly enforced. Offending individuals will be barred from the Tournament Rink for the duration of the event. Rink Management and Security will enforce these removals if necessary.

It is the responsibility of the Coaches, Players and Team Manager(s) to ensure that the assigned locker rooms are kept clean and free of damage. Teams found to have damaged locker rooms will be held liable.

The tournament staff contracts out for its officials. All complaints against officials are to be directed to the Tournament Director via the Team Manager or Coach only. The Tournament Director will contact the head official, obtain the explanation and relay that explanation to you.

Only Team Managers and Coaches will be permitted to enter the tournament registration room.

The Tournament Committee has final authority on any and all tournament decisions.

Tournament Director: Dan Lawrence 407-301-6448

**LOCKER ROOMS:** Our volunteer staff will coordinate locker room assignments. Please check out a key from the tournament office. The locker room will be inspected after each use. All trash items, including tape, food, drinks and so on, must be removed and placed in the trash receptacles. Please report any issues to the tournament staff. Any team found to be responsible for damage to locker rooms will be held financially liable.

**PLEASE NOTE:** Players and team officials are directed to wait until the Zamboni is off the ice and the Zamboni doors are closed before going onto the ice. This includes remaining off the boards on the players benches. Please clear the ice quickly after each game in an effort to keep the event running on time.

