

2008 CALIFORNIA WINTER GAMES ICE HOCKEY RULES

1. All teams must show proof of USA Hockey team registration, birth certificates, team roster and release forms for each player prior to their first game.
2. All teams must be available to start their games up to thirty (30) minutes prior to the scheduled start time.
3. All teams will provide a volunteer for the penalty box for every game.
4. All level teams will play 12 minute stop time periods. All games are 75 minute curfew games. Running time will be implemented if the game is in danger of exceeding curfew. 5 minute warm up time. No overtime shall be permitted.
5. Each team is allowed one 30 second time out.
6. If a six goal differential exists at any time "Running Time" will commence. Stop time will resume if the goal differential is reduced to 4. Despite the occurrence of running time, penalties will remain the duration prescribed by USA Hockey rules.
7. Round Robin standings shall be determined by points; that is, 0 points for a loss, 1 point for a tie, and 2 points for a win. If two or more teams have an equal number of points, their position in the standings shall be determined by:
 - a. The results of the games (head to head) played between the teams in the following order:
 1. The points (goals) acquired in these games;
 2. Subtracting goals scored against from goals scored in these games;
 3. Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient.
 4. Total goals scored in all round robin games will be divided by total goals against in all round robin games. The positions will be determined in order of greater quotient.

Forfeits: If a team forfeits one or more games in the tournament, all games it has played shall be recorded as 1-0 victories for the non-offending team(s).

 - b. If, after applying the formulas of a1, 2, or 3, the tie exists, a2 & # shall be applied using all games played by the teams tied. The formula shall be applied in order a1, 2, # and B until one formula breaks the tie between all of the teams at the same time.
 - c. If the above procedure does not break the tie, the teams shall use a shoot out procedure. This will involve each team selecting five (5) players who will alternate taking penalty shots. A toss of the coin will determine which team will take the first shot.
8. If the number of teams prevents a round robin style of play, the team that plays an additional fourth game will total the number of points (For wins and ties) after the fourth game and divide that sum by 4. This point per game average will then be multiplied by three to determine division standings. If a tie exists, the formula from #6A1, A2, & A3 will be used.
9. All Championship games are exempt from "curfew" and "overtime" rules. In the medal rounds if there is a tie, there is a sudden death 5-minute overtime - (4 minutes running time and 1 minute stop time). If still tied, then a 5-person shoot-out will take place immediately following 5-minute overtime. If still tied after the 5-person shoot-out, then a sudden death shoot-out continues with both teams using all players at least once before a player can participate a second time in the shoot-out.
10. Protests: No protests shall be made on the playing rules. Otherwise, protests must be registered on the back of the signed score sheets and must contain all of the known facts. Protests not written on the back of the score sheet before final signing will not be considered. Tournament Director shall act expeditiously on all properly submitted protests. Tournament Director's decision shall be final.
11. All penalties and suspensions made by the referees/game officials are final.