

## 2010 CALIFORNIA WINTER GAMES ICE HOCKEY RULES

California Winter Games is governed by rules of USA Hockey. In addition, the following rules apply.

1. All teams must show proof of USA Hockey team registration, 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. Mite & Squirt teams must provide a volunteer for the penalty box for every game. Other divisions may provide one.
4. Most teams will play 15 minute stop time periods. Mite teams will play 12 minute stop time periods. All games are 90 minute curfew games except Mite games which will be 75 minute curfew. Running time will be implemented if the game is in danger of exceeding curfew and will be evaluated after the 3<sup>rd</sup> period. 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 as set by USA Hockey rules.
7. For Round Robin play, points will be awarded in the following manner: 0 points for a loss, 1 point for a tie, and 2 points for a win.
8. The following tie-breaker formula will be used to determine the order of finish after round robin play:
  - a) Total Points
  - b) Head to Head record between all teams with equal points
  - c) Most wins overall
  - d) Fewest goals allowed overall
  - e) Fewest penalty minutes overall
  - f) Coin Toss
9. 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).
10. All tournament "Championship" and "Consolation" games that end regulation in a tie shall use the following process to determine a winner:
  - a) Five (5) Minute Run-Time "Sudden Death" tiebreaker – first to score wins;
  - b) If the tie still exists after the "Sudden Death" tiebreaker, a shootout to determine a winner will go into effect as described below:
    - i) Each team will select three (3) players to participate in the shootout.
    - ii) In the first round, players from each team will alternate shots, with the visiting team shooting first.
    - iii) Players will start at center ice and will begin play at the direction of the referee. Goalkeepers must remain in their crease until the shooting player has started play by touching the puck.
    - iv) Players are allowed one shot/shooting attempt only.
    - v) After all six (6) players have finished their attempts, the team with the most goals is declared winner.
    - vi) 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 to take a turn. The shootout will proceed one player at a time; each team having an equal number of turns with the home team participating last in each round. One turn for each team constitutes a round. Only after all players listed on their game roster with the scorekeeper have participated, may a player take a second turn. During the second round & beyond, the team that scores first, with the other team failing to score, is declared winner.
    - vii) Any team listing a player on their game roster who is not dressed for the game will forfeit the game when that player becomes eligible for the shootout. **Ensure you scratch all players who will not participate in the game for this reason.**
11. 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.
12. All penalties and suspensions made by the referees/game officials are final.