



## Bridge Brawl Tournament Rules

*Battle at the Bridge Tournament Series*

Little Bear East Arena

275 Marquette Street, St. Ignace MI 49781

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Web site: <http://littlebeararena.com>

### Teams/Players/Coaches/Parents:

This is a USA Hockey, MAHA sanctioned Tournament. All Rules will STAND unless otherwise specified below. All Teams must be registered with USA Hockey or the Canadian Hockey Association.

**Player Eligibility:** Players must be on season team's official USA Hockey Roster. No tournament additions. Player's names must be on the first game sheet to be eligible to play during the weekend and must play in one game of the round robin to be eligible for the semi-final and championship game.

**Final discretion** will be decided by the tournament director & the referees.

**Team Sign in:** A team representative must complete and fill out the **score sheet** no later than 30 minutes prior to each game. You may submit team/player labels to the sign in table for all games, prior to start of first game.

**Coaches must sign in 45 minutes prior to game.**

**Team Contacts:** Should have the following items:

- A. USA/CHA Certified Roster
- B. Travel Permit- Canadian Teams

**Player Sign in:** Teams should arrive at least 30 minutes prior to their game. Players are required to sign in for the first game. The use of any illegal or unauthorized player will result in immediate disqualification from the tournament. Any players under suspension from governing bodies/associations are ineligible to participate.

**Coaches:** Only roster players and their coaches are allowed in a player bench area. Max # of coaches (4). Each team must have a coach work their penalty box.

**Uniform Colors:** All players must wear numbered uniforms in proper team colors. Home team will wear white or light colors. **Please bring 2 uniforms, Home and Away!**

**Locker Rooms:** Locker rooms assignments will be posted. Keys must be signed out by coaches only. Rooms will be inspected when finished. Teams are responsible for the condition of the locker rooms and any damages. Coaches are responsible for teams conduct before, during, and after all games. All parents entering the locker rooms must have an approved background check. This will be enforced.

**Sportsmanship: 2 team captains will shake heads before the start of each game.**

**Referees:** Zero Tolerance! Games will be stopped, if in the judgment of the tournament officials, if continuing play is deemed not in the best interest of the tournament. Running clock will be implemented when tournament officials believe that there is a safety concern or actions indicate that there is little interest in actually playing hockey.

**Suspensions:** Any player receiving a game misconduct shall be suspended for the next tournament game. Any player, coach, or manager receiving a match penalty will be suspended from the tournament.

**Protest:** Protests will be reviewed by the tournament director within 1 hour of a completed game. Protests must be submitted to the tournament director in writing stating the specific rule from the USA Hockey rulebook in question accompanied by a \$100.00 fee. This fee is non-refundable if the protest is denied. Protests related to a judgment call by the referee will not be considered. Decisions of the tournament director are final.

### Period Length:

Mite	3 (10) Minute stop Periods
Squirt	3 (12) Minute stop Periods
Pee Wee	3 (13) Minute stop Periods
Bantam	3 (14) Minute stop Periods
Midget	3 (14) Minute stop Periods

There will be a running clock in the third period if at any time there is a 5 goal differential. Stop clock will continue at any time differential is under 5 goals.



**Timeouts:** No timeouts will be allowed in round robin play. One 60 second timeout per team will be allowed in semi-final and championship games.

**Standings:** Standings will be determined on total points, win = 2 points, Tie = 1 point, Loss = 0 points.

**Team Scoring:** Maximum +/- per game regardless of goal differential will be a **+5 or -5**.

**Playoff Format:** Please refer to the tournament scoreboard in order to determine the playoff schedule in each division before leaving the rink. **A team representative or coach is responsible to find out the playoff schedule at the end of the day, we will not call you with game times.** Please remember the maximum +/- 5 goal differential is a tournament regulation, regardless of how it affects your team's standings.

Ties will be broken for advancement by the following:

- A. Head to Head
- B. Most Wins
- C. Goal Differential (all games included)
- D. Fewest goals allowed
- E. Fewest penalty minutes
- F. Flip of the coin

**Semi-Final and Championship Games** that end in a tie will be decided by the following.

- A. One 5 minute overtime 5 on 5 playing until time expires.
- B. One 4 minute overtime 4 on 4 playing until time expires.
- C. One 3 minute 3 on 3 **Sudden Victory Over time.**
- D. Shootout (10) Players: Coaches should indicate the order of the shooters by placing the numbers 1-10 next to their names on the score sheet.

The Shootout will consist of individual rounds of five shooters per team. If a team out scores its opponent in the first round or any subsequent rounds then the game is decided. If the game remains tied, shooters 6-10 will then shoot. If then tied, the process will start over with the first shooter. Once the shootout has begun, the goaltender can't be substituted unless there is an injury. If a team has less than 10 players, they will there order will start back at the beginning.

- E. Sudden Death Shootout- Until winner is decided. No player may be used twice until all players have shot once from their team. Shots will alternate.
- F. There will be no refunds for any reason.

**Special Exceptions:**

If all tied teams have not played one another, then "head to head" is not applicable and goal differential will be the first tie-breaker. The only exception to this rule is in the event of a 3 way tie where one of the tied teams has defeated both the teams they are tied with (in points) after preliminary play. For example,

<p><b>Example 1:</b> Team's A, B &amp; C are tied Team A has beat B &amp; C Teams B &amp; C have not played each other Team A will advance.</p>	<p><b>Example 2:</b> 3 tied teams that have not played each other. Then goal differential will be the first tie breaker.</p>	<p><b>Example 3:</b> 3 tied teams that alternated Victories against each other. Then goal differential will be used.</p>
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**Ice will be resurfaced between games.**

**Each Team will have a 4 game guarantee.**

**If a team elects to dress only one goaltender,** and he/she is injured during tournament play, another player may be dressed. However, this must be accomplished on the bench, as no timeouts will be allowed. A substitute player will be permitted on the ice until the substitute goaltender is ready. Tournament Director will have discretion.

**Penalties:**

- Any player receiving 5 penalties (major, minor, or misconduct) in 1 game will sit out the next game.
- Running clock may be imposed at any time, tournament director's decision.



- Any team receiving 15 penalties will have their coach sit out the next game.
- Any game misconduct penalty is an automatic 1 game suspension for the next game.
- Any player receiving a gross misconduct or match penalty will be disqualified from the tournament.
- A Minor Penalty will be assessed when, a player openly disputes a call, uses obscene language, or visually demonstrates any sign of dissatisfaction with an officials decision. A coach disputes or argues with an official or uses obscene language. The officials will have final discretion.

**All players must wear Mouth Guards and neck guards are recommended!**

**Thank you and good Luck,  
The St. Ignace Recreation Department**