

## CAPE COD WAVES 2008 CRANBERRY CLASSIC TOURNAMENT RULES

1. The 2007 Cranberry Classic Tournament is a USA Hockey sanctioned tournament. All teams must be USA Hockey or Hockey Canada registered.
2. All playing will be governed by USA Hockey and Massachusetts Hockey rules.
3. All officiating decisions made by referees and tournament officials shall be final.
4. **All teams are required to be ready to play 10 minutes prior to the scheduled game time.**
5. Teams may consist of up to 18 skaters or no more than 20 players including goalies. Each team must have qualified (certified) coaches (at least one) on the bench. **Players may only be rostered and play on one team regardless of division and level.** Players must be on the roster submitted to the tournament director at the time of team registration, or roster changes must be given to the tournament director/official before the first game of the tournament. Players may not be added to rosters after the start of the first game.
6. Teams will have a three-minute warm up before each game. Coaches must use this time to talk to their teams. Play will begin immediately after the warm up. All games shall consist of 3 periods; each period will be 17 minutes in length. In all games the clock will run during all three regulation periods with the following exceptions: 1) The clock will stop in the last minute of each period; 2) there will be an injury timeout at the referees discretion; 3) penalty minutes are always stop time. There are no timeouts in round-robin play. There will be one thirty-second timeout per game allowed for each team in playoff and championship games. **Officials will not tolerate intentional delays.**
7. Penalties shall be served as follows:
  - 7.1. Minor Penalty: 1.5 minutes
  - 7.2. Major Penalty: 5.0 minutes
  - 7.3. Misconduct: 10.0 minutes
  - 7.4. Game Misconduct: Ejection plus 1 game suspension
  - 7.5. Second Game Misconduct: Ejection from tournament
  - 7.6. Fighting: Ejection from tournament
  - 7.7. Match Penalty: Ejection from the tournament
8. For round-robin play, teams will earn 2 points for a win, 1 point for a tie and 0 points for a loss. Overtime does not apply to round-robin play or consolation games. Any team that forfeits a game automatically forfeits all of their round-robin games and will be ineligible for playoff contention. Points will not be counted for all games that include a team that forfeits a game, regardless of when the forfeit occurs.
9. Teams moving on to final play will be determined based upon the total number of points earned in round-robin play. Points per period scoring will not be used. If two or more teams are tied in total game points after round-robin play, the tie will be broken as follows:
  - 9.1. Head to head results between all tied teams.
  - 9.2. If all teams played head to head and there is still a tie. The difference between goals for and goals against in games between all of the tied teams (games against teams not in the tie breaker are not counted). Note, for any one game where the goal differential exceeds 8 goals, a maximum goal differential of 8 will be counted.
  - 9.3. If teams that played head to head are still tied or teams did not play head to head, the difference between goals for and goals against in all round-robin games will be used. Note, for any one game where the goal differential exceeds 8 goals, a maximum goal differential of 8 will be counted.
  - 9.4. The least goals against for all tied teams in games between tied teams. All tied

- teams must have played head to head.
- 9.5. The least goals against for all tied teams in all round-robin games.
  - 9.6. The least number of penalty minutes against for all tied teams in games between tied teams. All tied teams must have played head to head.
  - 9.7. The least number of penalty minutes against for all tied teams in all round-robin games.
  - 9.8. The earliest time of the first goal scored in round-robin play or if still tied proceed each subsequent goal until the tie is broken.
  - 9.9. Flip a coin
  10. Tie breakers for playoff (semifinal and final) games.
    - 10.1. Ties will be broken with a five-minute stop-time sudden death (the first team to score in overtime is the winner) overtime period. The overtime period will consist of five-on-five in which teams may change players.
    - 10.2. If the tie still remains at the end of the overtime period, the tie will be broken with a shoot-out in the following manner: each team will designate five shooters (**Head Coach will designate shooters and order on game sheet before the start of the game**); teams will alternate shooters (**visiting team shoots first**) until all five players for each team have attempted a shot if necessary. The team that has scored the most goals during the shoot-out round will be the winner of the game.
    - 10.3. If the game remains tied after the first shootout round, the tie will be broken in a sudden death shootout round. Sudden death is defined as the visiting team taking one penalty shot and the home team follows with one penalty shot. The home team must be given the opportunity to tie if the visiting team scores first. The tie is immediately broken, and the winner is declared, when one team scores and the other does not. **Each team shall designate the order of shooters and may NOT use the five players from the first five-player shootout round until all players have shot. Players may not shoot again in the sudden death shootout until all players on the bench have taken a shot.**