

Rules: Kings of Spring

Showcase Rules

Tournament Director:

The Tournament Director shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action or any other procedural disputes. He or she will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of the Tournament Director are final.

Player Eligibility:

A player may only play for one team in his own age group. A player must appear on the official roster. A max of 20 players (including goalies) can be rostered (per team). All players must appear on the official roster. Rosters are frozen the first day of the tournament as the players step onto the ice for their first game. Birth certificates must be available should the rink manager request for proof of age. Teams must supply their own team insurance.

Jerseys:

Home and visiting teams are indicated on the tournament schedule. Home teams shall wear light colored jerseys. Visitors will wear dark jerseys. All jerseys must have a player number clearly displayed.

Checking:

Checking will be permitted at 2008, 2009 and 2010 birth years. Checking is not permitted at 2011.

Early Start Option:

All teams must be prepared to play their games fifteen (15) minutes prior to scheduled start time in the event games are ahead of schedule. Players must be ready to step onto the ice when the Zamboni finishes between games. Please have your teams prepared. Please note that the rink manager on site will make the final determination.

Icing the Puck

Teams will be permitted to ice the puck on a penalty kill.

Offsides:

Delayed offsides will be utilized.

Penalty Box:

Each team is responsible for providing its own penalty box attendant

Warm Ups:

A three (3) minute warm-up will take place before the start time of the game. Pucks will NOT be provided. Please bring warm-up pucks for your team.

Time Outs:

One 30 second time-out is permitted per team per game.

Length of Periods:

Games are 3 x 15 minute stop time periods unless otherwise noted.

Kings of Spring Nashville: There will be an ice cut after the second period and at the end of every game. All games will be played to completion.

Kings of Spring Austin: There will be an ice cut between the 2nd and 3rd period. All games will be played to completion.

Kings of Spring Montreal: There will be an ice cut between the 2nd and 3rd period. All games will be played to completion.

Period Break:

There will be a one (1) minute break between each period. It is the responsibility of the coach to ensure their team is ready to go at the start of each period and the sound of the buzzer after timeouts.

Mercy Rule:

The mercy rule shall be in effect. If a team at any point during the third period is leading by 5 or more goals the clock will revert to running time. If the difference is reduced to 3 goals or less, the clock will revert back to stop time.

Officials:

All on-ice officials are currently and completely registered and in good standing with their local officials organization.

Penalties/Match Penalties:

Penalty times will be as follows: Minor 2:00 minutes, Major 5:00 minutes, Misconduct 10:00 minutes.

Any player and/or team official who is in receipt of a match penalty or gross misconduct will be suspended for any remaining games. Any player that receives a second major penalty will result in an ejection from the remaining games of the weekend.

On Ice Altercations:

If a game is interrupted by on-ice fighting between players and /or bench staff, then the clock will continue to run. Games times will not be restored until the whistle has blown on the play that immediately follows the on-ice fight. Minutes lost will not be restored.

Offensive Language/ Behaviour:

Racial slurs will not be tolerated at any SuperSeries AAA event on or off the ice or in the stands. Offenders will be removed and barred from the arena and players will receive a match penalty. Use of language or behaviour that is offensive, hateful or discriminatory has no place at a SuperSeries AAA event.

Division Scoring:

All divisions will be scored per game as follows:

- a) 3 points for a regulation win
- b) 2 points for an OT/SO win.
- c) 1 point for an OT/SO loss.
- d) 0 points for a regulation loss.

Overtime for Round Robin, Semi-Final & Consolation Games

If the game ends in a tie, teams will then proceed to a 5 minute period of sudden death 3 on 3. If the game remains tied, each team will select three (3) players to participate in the shootout. Please reference Eligible Players for a Shootout below.

Eligible Players for a Shootout

- a. Each team will select three (3) players to participate in the shootout.
 - 1. If a player is serving a penalty, he is unable to participate in the shootout
 - 2. Once a player shoots, he/she is no longer eligible to participate until every player on the bench (excluding goaltenders, players serving penalties and/or players that are injured) has shot at least once.
- b. The home team decides who shoots first.
- c. Once all six (6) players have finished their attempts, the team with the most goals is declared the winner.

d. If, after all six (6) players have finished their attempts, the game remains tied then each team will start the fourth round by selecting one (1) player who has not yet participated in the shootout.

e. The shootout will then continue, one player at a time, with each team having an equal number of turns.

f. During the fourth round and beyond, the team that scores first, with the other failing to score, is declared the winner.

Tie Breakers:

In the event of a tie for playoff seeding, the following criteria will be used to determine the team's placement. If more than 2 teams tied, skip to tiebreaker 2:

1. Head to Head (Only if 2 teams are tied)
2. Total Wins
3. Most Regulation Wins
4. Best goal differential (GF - GA)
5. Fewest goals against.
6. Fewest Penalty Minutes during the Round Robin

Championship Game Only

If there is a tie at the end of regulation play, a 10-minute sudden death period will be played 5 on 5. If the game remains tied, each team will select three (3) players to participate in the shootout. Please reference Eligible Players for a Shootout below.

Forfeited Games:

Any forfeited games will be recorded as a 3-0 score.

Goal Differential:

The maximum goal differential attainable per game is +/- 7.