

2006 New York International Hockey Cup

Tournament Rules and Information

General Information

- Dates: December 28 through December 31 of each year
 - Levels: Pee-Wee-AAA Minor/Major, Bantam-AAA Minor/Major and Midget-AAA Major
 - Rinks*: Albany Academy Field House, Hudson Valley Community College Ice Arena, Knickerbacker Arena and Clifton Park Arenas
- *additional rinks may be used

Rules and Regulations

- USA Hockey 2005-2007 Playing Rules, with the following clarifications and exceptions:
 - Mouthguards are required at all levels.*
 - HECC approved helmets and full face masks must be worn.*
 - Each team must have white (home) and dark (away) jerseys.
 - Red-line, automatic icing (same as the rulebook) is in effect.
 - Red-line offsides ("2-line pass") will **not** be called.
 - There is no delayed offside (same as the rulebook).
 - Maximum number of players (non-goalkeepers) on a team is 18. Maximum number of players plus goalkeepers on each team shall not exceed 20.
 - Maximum of 4 team officials allowed on bench during game.
 - For "Checking From Behind" an automatic misconduct accompanies a minor, or an automatic game misconduct accompanies a major.
 - Any player or team official incurring a game misconduct must sit out the next scheduled game for that team. However, the tournament Disciplinary Committee may hold a hearing and vote to overturn the suspension.
 - The Disciplinary Committee consists of one representative from the offending team, one representative from the Tournament Committee, and the Supervisor of Officials.
- *The required equipment of each team is governed by the regulations of the national federation under which the team is registered.

Tournament Format

- For each game 7 points will be awarded (Midget games will only be awarded 6 points due to playing halves.):
 - 4 points for a win
 - 2 points for a tie
 - 0 points for a loss
 - 1 point for each won period (1/2 point to each team for tied period)
- The top team(s) having gained the greatest number of points shall advance to the cross overs or championship games*. In the event of a tie, the following criteria will be used to rank team(s):
 - Winner of Head to Head (only for two-way tie, more than two - go to next tie breaker)
 - Team with least total Goals Against (GA).
 - Team with most periods won.
 - Team with greater total Goals For (GF).
 - Coin toss

*Some divisions do not have cross-overs

- All games will utilize the following times for respected periods:

	Pee-Wee	Bantam		Midget
1st	12 min.	12 min.	1st Half	22.5 min.
2nd	15 min.	15 min.	2nd Half	22.5 min.
3rd	15 min.	15 min.		
Championship Games (all periods)	15 min.	15 min.	Both Halves	22.5 min.
OT*	5 min.	5 min.	OT*	5 min.

***OT is played only in cross-over and championship games.**

- Penalty times for all games are as follows:

<i>Penalty</i>	<i>Minutes</i>			
	Squirt	Pee-Wee	Bantam	Midget
Minor	2:00	2:00	2:00	2:00
Major	5:00	5:00	5:00	5:00
Misconduct	10:00	10:00	10:00	10:00

A player incurring a game misconduct or match penalty shall have 10:00 charged to him for the records.

- In the event that a team is ahead by 6 or more goals in the third period, the score clock shall run for the remainder of the game ("running time").
- In an attempt to keep games on schedule, running time will be used when the time remaining in the game equals the time allotted for that game.
- In championship games only, each team shall be permitted one timeout of 60 seconds in duration.
- Overtime shall be utilized in championship games only, and shall be conducted as follows:
 - Teams shall not change ends.
 - A 5-minute overtime period shall be played.
 - The first team to score shall be declared the winner ("sudden death").
 - If the score is still tied at the end of the overtime period, a "shootout" shall be utilized, as described below.
- A shootout shall be conducted as follows:
 - Each team shall select 5 players to serve as shooters.
 - The 5 selected players shall line up in front of their respective benches.
 - The home team shall have the option of shooting first or second.
 - The penalty shot rule will be adhered to for each shot taken.
 - Teams shall alternate their shot attempts.
 - All 5 shooters from each team must be exhausted, unless, by virtue of the score and the number of remaining shooters, it would be impossible for one team to win.
 - If the score is still tied at the end of the shootout, a sudden-death shootout shall be utilized, as described below.
- A sudden-death shootout shall be conducted as follows:
 - Each team must select a group of 5 players. All players except those who participated in the original shootout are eligible.
 - The shootout procedures will be followed as above, with the exception that the game shall end immediately whenever one team scores and the other team does not.
 - If the score is still tied at the end of the sudden-death shootout, it shall be repeated until a winner is determined.
 - A team must exhaust all players on its roster before any shooter can be used again.*