



2009 Frozen Rose Tournament Rules

1. USA Hockey Rules will apply to all play except as noted herein
2. Each team must submit a Frozen Rose Tournament Roster. Only players that appear on the official team list may participate in the tournament. Any deviations from the submitted roster must be brought to the attention of the Tournament Registrar and Director prior to the start of the tournament. No player may play for more than one team in the tournament.
3. Each team is permitted a maximum of 19 players in uniform with no more than 2 dressed as goaltenders.
4. If, for any reason, the regular goaltender cannot continue to play, he must immediately be replaced by a substitute. No extra time shall be allowed for regular goaltenders to recuperate from serious injury, repair equipment, change equipment or for any other reason.
5. The referees and timekeepers shall be designated by the Portland Jr. Hawks (PJH.) Participating teams have the option of supplying volunteers to open and close penalty box doors for their players.
6. Each Team will be given an assigned locker room for each game. Teams will be allowed in their locker rooms approximately 45 minutes prior to their scheduled games, and must clear their locker rooms within 30 minutes after the conclusion of their game. Locker room conditions will be monitored and cleanliness will be enforced by the Tournament staff. Locker room keys for the Sherwood Ice rink will be managed by Tournament staff.
7. Teams MUST be ready to begin play 15 minutes prior to the scheduled game. Failure to take the ice and begin play when ordered by the on ice official will result in a forfeit being awarded. If a team is late or does not show up for a game, they lose the game by default – the score will be assessed at 1-0 for the team present.
8. Prior to each game, the coach or manager of the team must sign the game sheet in the appropriate space. The team listed second on the schedule will be the home team.
9. The time allowed for games will be three 15 minute running clock periods. There will be a 1 minute break between periods. Clock keeps running for injuries during running clock time. A stop clock will occur in the last 2 minutes if there is a 2 goal or less, differential. Third period may be shortened due to unforeseen circumstances.
10. Time Outs: One 1 minute per game time out is allowed in regulation play. No time outs allowed in overtime play. The clock will stop for time outs.
11. Minor Penalties will be three minutes in length. In the last two minutes of the game, during stop clock, the penalties will be 2 minutes.
12. Points are assigned in the following manner: Win =2 points, Tie = 1 point, Loss = 0 points

13. All Pool games may end in a tie. **No O.T. in Pool Play.** Pool Play is considered the first four games that each team plays. In the event of a tie in the standings, the order of the standings (tie breaker) will be decided by the following order:
 - a. Head to Head play (this rule is not used if 3 or more teams are tied)
 - b. Goals Against (Lowest Number wins)
 - c. Goal Differential (Goals scored minus Goals Allowed-Highest number wins)
 - d. Goals For (Highest Number Wins)
 - e. Fewest Penalty Minutes (3 minutes for each minor)
 - f. Coin Toss

14. The teams making the playoff rounds will be posted in each rink. Contact with the Coach &/or Team Manager will be made by the designated Tournament Rink Manager or designee.

15. In the event of a tie in the semi-final games or Championship game:
 - a. There will be a 30-second break, teams will NOT switch ends.
 - b. The teams will play a five minute, running clock, 5 on 5 sudden victory overtime.
 - c. No time outs allowed in overtime.

16. In playoff and championship games any minor or major penalty, which does not expire before the end of regulation time, will carry over into overtime in the event of a tie game.
 - a. If still tied at the end of the overtime period, a shootout will commence using the following guidelines:
 - i. Teams will immediately proceed to their benches except goaltenders, who shall remain in their nets.
 - ii. Each team will designate FIVE Shooters. The shooters will be selected by their Coach immediately prior to beginning the shoot-out.
 - iii. The Visiting team will shoot first.
 - iv. The first player from each team will alternately take their shot with the second, third, fourth and fifth shooters following. When all the players have taken their shot, the results will be tallied. The team with the most goals will be declared the winner.
 - v. If tied at the end of a 5-round shootout, teams will alternate shots in extra shootout rounds until a winner is determined.
 - vi. A player may not shoot twice until all skaters on the team have shot.
 - vii. A player in the penalty box at the end of overtime is NOT eligible for the shootout.

17. One player will be awarded the "Most Valuable Player" for each team in each game in the Round Robin games. The player's coach will make the selection immediately following the game.

18. All decisions of the Tournament Director are final. All disputes concerning rules and judgment applied on the ice by an on ice official will not be overturned by the Tournament Director. The Tournament Director will administer the tournament rules, player eligibility, discipline and any other disputes or issues.

19. The ZERO TOLERANCE RULE will be in effect and strictly enforced at all times during the tournament. Fighting, Un-Sportsmanlike conduct, or abusive conduct by team officials, players, or spectators will not be tolerated on or off the ice. Any such conduct may be grounds for removal from the tournament, and if necessary from the ice arena.