



Music City AAA Winter Classic Rules and Procedures

Registration:

Each team is strongly encouraged to register the night before the tournament starts. We understand this can be difficult for some teams due to the long travel time. We will be at the A-Game Sportsplex on Thursday night from 3:00 p.m. until around 8:00 p.m. If you are already in town and can come by Thursday evening to check in, you are welcome to. If you are going to be on the road and arriving late you can wait until Friday morning to check-in. **ALL TEAMS MUST REGISTER AT LEAST ONE HOUR PRIOR TO THEIR FIRST GAME.** It is very important teams check in so we can fill in the score sheets. Tournament office is located at the A-Game Sportsplex upstairs.

Playing Times:

Peewees 13 minute periods
Bantams 12 – 12 Ice Cut 15 Third

Flood will occur before each game. All periods will be played in “stop time” unless the goal differential equals or exceed 5 goals and then “run time” will be used. If the goal differential changes to less than 5, return to “Stop time”. During “run time” the clock will continue running during all stoppages except in the event of a goal (if a goal is scored, stop clock, enter goal, start clock once goal is entered). If a penalty is called, stop clock, enter penalty, and stop clock will continue until penalty is over.

There is one one-minute time-out per team per game.

Playing Schedules:

Teams need to be present 45 minutes prior to game time. All teams should be prepared to take the ice as much as 15 minutes ahead of schedule. We will attempt to move the start times forward if we are running ahead of schedule. Team’s officials should be aware of the status of the preceding game.

There will be a 3 minute warm-up period for all divisions before the games. The clock will be set as soon as the Zamboni doors are shut. Teams may take the ice as soon as the Zamboni doors are shut but not before.

At the end of the game teams should bump gloves and then exit the ice immediately so the Zamboni can begin resurfacing for the next game.

We are using glove bumps instead of handshakes – please, no bare hands.



Methods of determining a Championship and Consolation Seeds:

Points will be awarded as follows: 0 points for a loss, 1 point for a shootout loss, 2 points for a shootout win, 3 points for a regulation win during preliminary play.

The team with the best win/loss record from each group will advance to appropriate seed or final games. Ties are broken by the result of fewest goals against in round robin play (not including shootout goals). If that's not possible or if there is a need to determine higher seed:

1. If still tied, head to head between two tied teams, winning team will seed higher.
 2. If still tied, then the team with the most goals for divided by goals against will advance.
 3. In the unlikely event it's still tied, then there will be a coin toss.
2. There will be no tie games in round robin play. Games ending in a tie will go straight to a 3 man shootout. Coaches will supply referees with 5 players (in shooting order) for the shootout prior to the start of the game. In the event a shooter is in the penalty box at the end of regulation he cannot shoot, and obviously if a player has been ejected he cannot shoot. Teams will alternate shooters with the home team shooting last until all five shooters have gone or until a winner is determined. If the game is still tied then the game will be decided by a sudden-death shootout with the remaining players on the roster and the home team shooting last until a winner is determined. If the game is determined by the shootout then the final score will show a one goal advantage for the winning team since the purpose of the shootout is to replace another overtime period.
3. Any games exceeding the 5 goal differential will only be considered in determining goals for and against by a margin for or against of 5 in the case of a tiebreaker. In other words, the largest differential for and against in a single game is 5. For example an 8-2 game would be recorded as 7-2 in a tie breaking situation.
4. Championship games ending in a tie will play a 3 on 3 five minute sudden death overtime period until a winner is determined. No shootouts in Championship games.
5. There are no protests of the referee's decisions. Videotapes will not reverse the on-ice official's decisions.
6. Roster violations may result in forfeit(s) and up to ejection from the tournament.



Additional Rules and Information

1. All USA Hockey rules apply plus the following Winter Classic rules.
2. **FIGHTING**: Automatic game suspension and possible ejection for duration of tournament pending Tournament Director decision.
3. **MATCH**: Automatic ejection for duration of tournament.
4. **MAJOR**: Any player or team official receiving TWO (2) Major penalties of any type shall be ejected for the duration of the tournament.
5. **TRAVESTY**: Any player, team official or parent found to be making a travesty of the game shall be expelled from further tournament participation.
6. **ABUSE** : Any player, team official or parent found to be abusive toward **ANY TOURNAMENT OFFICIAL**, will be expelled from further tournament participation.
7. **EJECTION** : Any player or team official ejected from a game for any reason shall remain in the dressing room for the duration of the game. Failure to do so will result in expulsion from further tournament play.
8. **PARENTS** : Any parent that is ejected from the arena during the tournament must leave IMMEDIATELY and shall not be allowed to participate as a spectator for the duration of the tournament. Should the parent(s) refuse to leave in a timely fashion the game shall be forfeited. Team officials ARE required to supply the name of any parent(s) ejected to Tournament Officials. Failure to do so shall result in the immediate withdrawal of the team from tournament play.
9. Red Line: In play for icings only. Not used for offside passes.



98 Division Schedule

	Date	Time	Home (Dark)	Visitor (White)	Rink	
Game 1	1-Jan	7:45AM	TPH Thunder	Affton Americans	1	98
Game 2	1-Jan	8:00AM	Ohio Jr. Blue Jackets	Cincinnati Cyclones	2	98
Game 3	1-Jan	9:15AM	St. Peters Spirit	Alliance Bulldogs	1	98
Game 4	1-Jan	12:45PM	Affton Americans	Ohio Jr. Blue Jackets	2	98
Game 5	1-Jan	2:00PM	TPH Thunder	St. Peters Spirit	1	98
Game 6	1-Jan	2:15PM	Alliance Bulldogs	Cincinnati Cyclones	2	98
Game 7	2-Jan	8:30AM	Ohio Jr. Blue Jackets	TPH Thunder	1	98
Game 8	2-Jan	8:45AM	Cincinnati Cyclones	St. Peters Spirit	2	98
Game 9	2-Jan	10:15AM	Alliance Bulldogs	Affton Americans	2	98
Game 10	2-Jan	2:45PM	Alliance Bulldogs	TPH Thunder	1	98
Game 11	2-Jan	4:30PM	Affton Americans	Cincinnati Cyclones	2	98
Game 12	2-Jan	3:00PM	St. Peters Spirit	Ohio Jr. Blue Jackets	2	98
Game 13	3-Jan	10:15AM	Seed #5	Seed #6	2	98
Game 14	3-Jan	11:30AM	Seed #3	Seed #4	1	98
Game 15	3-Jan	2:45PM	Seed #1	Seed #2	1	98