

2008 HALLOWEEN CLASSIC TOURNAMENT RULES

1. All teams must be USA Hockey sanctioned.
2. All teams must be prepared to start games 15 minutes before scheduled time.
3. Every player will receive a tournament memento. Teams are encouraged but not required to exchange pins with opposing teams prior to games.
4. All players must wear proper equipment in accordance with USA Hockey.
5. The tournament will furnish all timekeepers and scorekeepers for all games.
6. Each team will be responsible for and is expected to furnish one adult to run its penalty box.
7. Injured players on the bench must wear team jerseys and helmets.
8. Game officials will be members of the R.I. Hockey Referees Association.
9. All games will have a brief warm-up period prior to their start.
10. All games in the tournament will consist of three twelve minute stop time periods.
11. If at any time during the third period remaining playing time should equal or exceed remaining ice time allotted for the game the game will switch to running time.
12. If at any time during the third period there is a lead of 6 goals or more running time shall commence and shall revert back to stop time if the difference becomes less than 6 goals. If 10 goals separate the teams at any time in the 3rd period, the game shall be ended.
13. No time-outs allowed during round robin games.
14. One time-out of one minute allowed during championship games.
15. Each team will play a minimum of three games.
16. Penalties: Minor = 1 1/2 minute, Major = 3 minutes, Misconduct = 6 minutes, Fighting penalty = tournament disqualification, Five penalties = out of current and next game.
17. There will be no overtimes, except in the championship games.
18. Defaulted games, if any, will result in the awarding of a 3-0 win to the opponent of the defaulting team. Defaulting team will not be allowed to advance to championship play
19. Determining ties in standings in advancing to championship games:
 - A. Most points: 2 points for a win, 1 point for a tie, 0 for a loss
 - B. Best record against opponent involved in tie
 - C. Fewest goals allowed
 - D. Most goals scored
 - E. Coin toss
20. Determining division winners in semifinal and championship games in case of ties:
 - A. Three minute sudden death overtime period four on four
 - B. If still tied, penalty shoot out. Five players are chosen by coach. Alternate shots. Coin toss for first shot.
 - C. If still tied, sudden death penalty shoot-out. New players are chosen. Coin toss for first shot.
21. Handshakes at the end of the games shall occur at the discretion of the referee.
22. Managers will be provided a locker room key at the front desk. Car keys are required to secure a locker room key. Keys will be returned upon inspection of the locker room.