

LAKE EFFECT TOURNAMENT RULES (Revised 12-2-2023)

1. The Lake Effect Tournament Series (LETS) events are sanctioned by USA Hockey through the Erie Youth Hockey Association (EYHA) and will be conducted under the rules of both USA Hockey and EYHA.
2. All players, coaches, managers and teams from the United States participating in the Lake Effect Tournament Series must be registered with USA Hockey. Proof of registration must be presented to the tournament director prior to the start of play. All players in the tournament must also complete a “consent to treat” form and waiver of liability prior to the start of play. Canadian players from OWHA / CHA teams must have valid proof of registration with OWCH / CHA and a travel permit. Official rosters for all organizations must be submitted prior to specific dates provided by LETS director.
3. Submission of team rosters: Each team must forward their official roster to the tournament director or his/her designee, at least 2 weeks prior to the start of play. For teams registered with USA Hockey, an Official Team Roster must be submitted. All players and team officials participating in the tournament **MUST** be on the official roster or team roster addendum. Teams may also be required to upload their official USA Hockey roster to the **Gamesheet** portal through a link provided by tournament management. Teams are also strongly suggested to bring roster labels, if technological issues require the use of traditional paper score sheets. We recommend **Avery® 5163** labels.
4. A player may only play on **one (1) team within a division**, with the exception of Mite tournaments and only with prior approval of the tournament director. A player may, with prior permission from tournament management, play on two teams that are in separate divisions. Tier 2 players, regardless of age or division, will not be permitted to play on Rec teams without explicit approval from the tournament director. **Teams found in violation of this will be asked to leave the tournament without refund.**
5. The Tournament Director and Committee requires that each team properly present their credentials prior to the start of tournament play when signing in for their first scheduled game. Teams must complete registration and sign in 30 (30) minutes prior to the start of their first scheduled game at the designated site of said game and each subsequent game.
6. The following arenas may be used for Lake Effect Tournament Series events: Erie Bank Sports Park (EBSP), Erie Insurance Arena (EIA), Mercyhurst University (MIC), Meadville Area Recreation Complex (MARC), Flo Fabrizio Ice Arena (formerly John M. Cochran Arena or **JMC** Arena) and Northwest Arena (NWA) in Jamestown, NY.
7. As of January 28th, 2023 special guidelines previously in place for the Covid-19 pandemic have been lifted. We encourage everyone to have a vaccination series prior to tournament play when possible. We also ask that any players, coaches or parents refrain from attending any games if they are sick or not well.

TOURNAMENT FORMATS:

1. Divisions: Mite (Half Ice)

Girls 10U, 12U, 14U, 15U, 16U, 19U – Rec, Tier 2, Tier 1.

Boys 10U, 12U, 14U, 15U, 16U, 18U, High school, Middle School – B, A, AA, AAA

See individual tournament schedules for final division details and levels of play.

2. **4 game guarantee for all divisions except Mite, which is a 5 game guarantee.**

3. 4 team division: Each team will play the other (3) teams. The top teams (#1 and #2) will advance to the championship game. Teams #3 and #4 overall will play a consolation game. **For MITE tournaments** with a 5 game guarantee, after the 3-game round robin the teams will be seeded in a playoff (1 vs 4 and 2 vs 3), with the winners advancing to championship and losing teams dropped to a consolation game.

4. 5 team division: Each team will play the other (4) teams in a Round Robin format. Depending on the tournament timeframe, the top two seeds (#1 & #2) may advance to a Championship game. In the event that the tournament's allocated ice does not permit a 5th championship game, the winning team will be determined based on head to head competition and tiebreakers delineated below. **For MITE tournaments**, seeds #3 and #4 will play for a consolation game and seed #5 will play either a crossover game against a lower division or an exhibition game.

5. 6 team division: 2 brackets of (3) teams. Each team will play the (3) teams in the other bracket in a Round Robin format. The top Four (4) teams from both brackets will advance to the Semifinals (#1 vs #4, #2 vs #3). The winners advance to a Championship game (5th game). Third place teams in each bracket play a Consolation game (#3A vs #3B). **For MITE tournaments**, there will be 2 brackets of 3 teams each playing in crossover games against the 3 teams in the other bracket. After pool play the top team in each division gets a bye, while seeds 3-6 and 4-5 play one another. The winners will play the 1st and 2nd seeds, respectively, while the losing teams will play a 5th consolation game. Winners of the semi-final games will play for the championship.

6. 8 team division: 2 brackets of (4) teams. Each team in a bracket will play against the four teams of the opposite bracket. The two highest ranked teams from both brackets (in terms of points) will then play a 5th game for the Championship. **For MITE tournaments**, each team will play the 4 teams in the opposing bracket in round robin format. The top two teams from both brackets* will then play for the championship while remaining seeds from opposing brackets will play one another in consolation games (2a vs 2b, 3a vs 3b and 4a vs 4b). In certain instances, and at the tournament directors discretion, a modified 8 team format may be used that allows for split championships based on level of ability of teams participating. For example, 2 brackets of 4 teams, each team plays the other 3 in their bracket. The top 2

in each bracket play in a AA semifinal, the bottom 4 play a separate semifinal, the winners then playing for the single A final. ***Please note, the top two teams may be from the same bracket!**

7. 9 team division: 2 brackets one of (5) teams & one of (4) teams. Five team bracket will play a 4 game Round Robin, with the highest ranked team moving on to the Championship game. The four team bracket will play a 3 game Round Robin. Game 4 will then be seeded (#1 vs #4, #2 vs #3). The top **ranked** team from 4-team bracket will advance to Championship game to play the top **ranked** team from the 5-team bracket. Rankings are per bracket and not overall!

8. 10 team division: Teams 1 through 6 will be separated into 2 pools of 3 teams, A and B. A teams will play cross-pool games against pool B teams for a total of 3 games each. Teams 7-10 will play a four game round robin for a total of 3 games each. After the preliminary round all teams will be seeded 1-10. Seeds 1 and 2 will receive a bye, while seeds 3-6 play quarterfinal games (3v6 and 4v5). The quarterfinal winners will play against seeds 1 and 2 in the Semifinals with the winners advancing to the championship. After preliminary play, seeds 7-10 will play consolation games (7v10 and 8v9). **For Mite tournaments**, teams will be divided into 2 brackets of (5) teams each. Each team will play the other (4) teams in their bracket in a Round Robin. The top teams from each bracket advance to Championship game. the remaining seeds from opposing brackets will then face each other in consolation games (2a vs 2b, 3a vs 3b, 4a vs 4b and 5a vs 5b).

*****Please note – MITE Tournament rules, division breakdowns and playoffs are subject to change based on team availability, number of teams per division and any other factor deemed necessary by the tournament director to insure the viability of the division and tournament. Any changes are solely the discretion of the tournament director or his/her designee.**

Tournament Point Structure:

- 2 points for a regulation Win
- 1 point for a Tie
- 1 point for overtime or shootout Win
- 0 points for a Loss

Tournament Tie Breakers:

1. Head to Head record
2. Most wins in Regulation
3. Most wins in OT
4. Most wins in Shootout
5. Fewest Goals allowed
6. Most Goals for (Max 7)
7. Goals Average Formula: Dividing the total number of Goals Against into the number of goals For with the highest percentage advancing. i.e. GF=10 GA=14 Average: $10/14=.714$.
8. Most Shut-outs
9. Least Penalty minutes

***** PLEASE NOTE, 3-way ties will default to the next tie-breaker on the list!**

Time Structure:

1. Mite Half-Ice games will consist of 2 x 20 minute periods with horn sounding every 90 seconds (1min 30 sec) for line changes.
2. All games in the 10U division(s) will consist of 3 twelve (12) minute stop clock periods.
3. All games in the 12U division(s) will consist of 3 twelve (12) minute stop clock periods.
4. All games in the 14U division(s) will consist of 3 thirteen (13) minute stop clock periods.
5. All games in the 15U, 16U, 19U divisions will consist of 3 fifteen (15) minute stop clock periods.
6. A curfew clock will be imposed for all games except for quarterfinal, semi-final and championship games. **All teams need to be aware of the curfew clock.**

Mercy Rule:

At any point during the 1st, 2nd or 3rd period of any preliminary game, quarter/seeded, consolation or semi-final game, should the score be 6 or more goals, the official game clock shall be a running clock. Stop time shall commence if the trailing team closing the score to within 4 goals. There will be no mercy rule in any championship game.

Playing Rules:

The official rules of USA Hockey will be used for all tournament games.

1. The home team will be noted on the score sheet on the day of the game. Teams are required to bring two (2) sets of jerseys-one (1) light and one (1) dark. In the event of conflicting colors, the home team will be required to change jersey colors or wear an overlay with a number. If a team owns only one (1) set of jerseys, this must be indicated to the Tournament Convener at the time of registration prior to the start of the first game.
2. **All teams must be ready to start their game 20 minutes prior to their** scheduled game time.
3. **Time Out: One, 1-min time out per team, Semifinal and Championship only!**
4. Slap shots are permitted in the 10U division.
5. In keeping with updated USA Hockey Rules, all age groups with play **Automatic Offside**.
6. All players on the bench and penalty box must wear a protective helmet and face shield while in those areas. After a warning by the on-ice official, a misconduct shall be assessed to the offending player of this rule. **NECK GUARDS are strongly encouraged.**
7. The Tournament Director will be the final authority in all matters pertaining to the conduct and the governing of this tournament. **NO PROTESTS WILL BE ALLOWED.** All decisions of the Tournament Director and/or Committee are final.
8. Lake Effect Tournament Series will not be responsible for any refund due to a team's inability to participate in the tournament unless the team withdraws within 30 days of the tournament. Teams withdrawing less than 30 days will only receive a refund if the tournament slot vacated is filled with another team. Exceptions to this rule may apply in certain circumstances such as during Covid-19. Check with tournament management for the most updated refund policy prior to your tournament.
9. Everyone is required to have a great time, cheer loudly and positively for all.

Ties:

Overtime play will be used to break ties at the end of ALL quarterfinal, semi-final and championship games ONLY, with the exception of Mite tournaments, which may vary.

At the end of the 3rd period there will be 1 minute rest for all divisions.

For Semi-Final games:

1. Overtime will be a 3 minute 3 on 3 and will be played to a "Sudden Victory" conclusion.
2. If the game is still tied, there will be a 3 round player shootout.
3. If the game is still tied, the teams will go through the complete bench until "Sudden Victory" goal is scored (assuming both teams have had an equal # of shooters). Once one team has gone through their complete bench both teams may reuse shooters.
4. **For MITE Tournaments ONLY:** In Semi-Final and Championship games, there will be a 3 min sudden victory overtime (4 on 4), followed by a 3-player (per team) shootout. Once the 3 designated players shoot, the teams will then go through their bench until every player has been used. Only then may a shooter repeat.

For Championship games:

1. The 1st Overtime will be a 5 minute 5 on 5 and will be played to a "Sudden Victory" conclusion.
2. The 2nd Overtime will be a 3 minute 4 on 4 and will be played to a "Sudden Victory" conclusion.
3. The 3rd Overtime will be a 3 minute 3 on 3 and will be played to a "Sudden Victory" conclusion.
4. If there is still not a victory, there will be a 3 round player shootout.
5. If the game is still tied, the teams will go through the complete bench until "Sudden Victory" goal is scored (assuming an equal number of shooters). Once one team has gone through their complete bench both teams may reuse shooters

Protective Equipment:

Face masks certified by HECC and internal mouth guards are mandatory for all USA Hockey registered players in all divisions and levels of tournament play. Canadian teams will abide by the equipment requirements of their governing organization. If a team refuses to comply, the team will forfeit the game and no tournament fees will be refunded.

Penalties:

1. All minor penalties will follow the most up-to-date USA Hockey guidelines (9-1-2021)

2. All major penalties and misconduct penalties must follow the current USA hockey rules as modified by the Mid-American district of USA Hockey.
3. A game misconduct penalty will involve the suspension of player, coach, or manager for the remainder of the game and the next full game of the tournament. Suspended participants may not be on the bench.
4. Game misconducts issued in conjunction with a major for fighting, stick major, or a check from behind will automatically carry a suspension of the player for a minimum of two games or the remainder of the tournament at the discretion of the tournament director. The suspended player will not be allowed on the bench.
5. In the case where a match penalty is assessed, the incident will be reviewed by the Tournament Committee, which has full power to invoke further suspensions. This incident will also be reported to the player's/Coach's home association and the District.
6. No checking will be strictly enforced in non-checking divisions.
7. **Zero Tolerance will be strictly enforced.** Any spectator, player, team official, or parent who violates this policy will be removed from the rink for the remainder of the game and potentially the remainder of the tournament. Each team is responsible for any damage that might be done by any of its players, parents, or to dressing rooms, rink facilities or any hotel facilities used by the team during the tournament.

Team Responsibilities:

1. If an injury occurs on the ice a coach **MUST** request an EMT or Athletic Trainer (through the referees) if one is needed.
2. Teams are responsible for providing an individual to run the penalty box.
3. Teams are responsible for providing their own pucks for warm-ups unless prior arrangements have been made with tournament management.
4. **Game MVP** pucks will be given out by each team's head coach to an opposing teams player at the conclusion of each game. This includes pool play, consolations, semi-final games and championship games.
5. **ANY ABUSE of an official by a player, coach or parent** may result in suspension from the tournament and may result in the disqualification of a team without refund of tournament fees(s). The tournament director reserves the right to disqualify any team, coach or player for poor conduct pertaining to officials.

6. LAKE EFFECT HOCKEY reserves the right to suspend any player for conduct or play that is considered dangerous, regardless of if there was a penalty called in the game where the incident occurred. Example: A player knowingly attempts to injure a player from the opposing team behind the play and it is unwitnessed by the referees during the game. Should video evidence of this be presented to the tournament management and the incident felt to be egregious and / or dangerous, the player will be removed from the tournament without refund and a report will be made to the players parent organization and to USA Hockey or similar organization in Canada or outside of the US.

Team Responsibilities continued:

7. LAKE EFFECT HOCKEY reserves the right to refuse admission to any player, coach or team if they have previously caused issues or are felt to represent a detriment to the tournament atmosphere.

Examples: 1). A team misrepresenting their level of playing ability in order to win a division.

2). Players with previous match penalties and/or abuse of official penalties.

3). Teams that are consistently known to travel with parents that are abusive towards the officials, other parents or players.

All decisions of the tournament staff are final!