



VANCOUVER YOUTH HOCKEY ASSOCIATION TOURNAMENT RULES AND PROCEDURES

This guide describes the format, policies, and rules associated with the Vancouver Youth Hockey Association Harvest Cup Jamboree.

Coaches should read this document carefully and ensure that they, as well as their team, understand the rules and policies of this tournament.

TOURNAMENT FORMAT

The Harvest Cup Jamboree is a 10U, 8U and 6U house level Tournament. The tournament schedule will be provided by the Tournament Director/Coordinator. Each team will play a minimum of four games.

PLAYING RULES

USA Hockey Rules and Regulations govern all games. The ice will be scraped between every game. Home team will wear light color jersey while visitor team wears dark. Please coordinate with the opposing team for jersey colors in the event a team only has a light or dark jersey available.

GAME FORMAT

Game Play:

- 10U Teams will play half-ice games, 4 on 4, with a fully equipped goalie.
- 8U/6U Teams will Play 1/3rd ice games, 4 on 4, with a fully equipped goalie.
- Two (10U) games will be operating simultaneously, on the same rink.
- Three (6/8U) games will be operating simultaneously, on the same rink.
- Officials and timekeepers will be provided by VYHA.
- Black pucks(10U), Blue pucks(6/8U) will be used for all games.
- "Medium-sized" nets will be used.
- Face offs at beginning of period, after goals, and after penalties.

- When puck is covered by goalie, attacking team must back off and let the defending team clear the puck. There is no stoppage. If referee determines enough space was not provided and a goal was scored, goal will be waived off and play restarted.
- Players receiving penalties will be sent to their team's bench and miss a shift. The team can substitute for the penalized player and will not play shorthanded.
- Line changes are "on the fly" for 10U and 8U.
- Line changes for 6U will be on a two-minute buzzer.
- Equitable ice time between all players is required in this tournament. If reports of inequity are filed, the tournament may go to a two-minute buzzer line change format where every two minutes the horn will sound and line changes are required.
- **"Gretzky Rule" in effect – no player shall score more than 3 goals in any given game.**

Game Times: Please have your teams ready to take the ice 15 minutes before scheduled game times, so we can stay on schedule as close as possible.

PLEASE NOTE: Teams will be sharing locker rooms so make sure your team stays on one side of the locker room at all times.

Game Length:

- **All games** will consist of three 15-minute run time periods with a one-hour time limit.
- **Curfew:** If at any time a game is approaching the time limit, the referee will make adjustments to ensure the limit is met.

Warm-up and between period time: Teams must be ready to take the ice within 2 minutes after the Zamboni doors have closed, unless directed otherwise by tournament officials.

There will be a 2-minute warm-up period that starts immediately after the Zamboni doors are closed and the referee and/or linesmen are on the ice.

NO TEAMS ARE ALLOWED ON THE ICE UNTIL DIRECTED BY THE OFFICIALS.

Each team is given 2 minutes between periods unless otherwise directed by tournament officials.

Time-outs: No time-outs will be allowed.

Location: All games will be played at the following Vancouver Ice Arena.

Mt. View Ice Arena

14313 SE Mill Plain Blvd.

Vancouver, WA 98684

TOURNAMENT POLICY

PARTICIPATION

All rostered players able to participate shall receive an equitable amount of ice time. Double shifting key players or short shifting players for any reason other than discipline or injury is not allowed. Special team play is not considered justification for double or short shifting players.

TEAM CHECK-IN

Teams are required to check-in at least 45 minutes prior to their scheduled game time for locker room assignments and signing the scoresheets (coaches). We ask that all teams be somewhat flexible with regard to start times, as changes may need to be made.

LOCKER ROOMS

Teams are required to leave their locker room clean and damage free. Tournament officials will inspect the rooms after each game. Teams will be accountable for any damage to the facility.

PROTESTS

The Tournament Director/Coordinator will handle protests and disputes. The Director/Coordinator reserves the right to make final decisions regarding the interpretation of tournament rules and policies. The Director/Coordinator will act in the best interest of the players, coaches, and the game in general. The Director's/Coordinator's decisions are final and not subject to appeal. There are no protests allowed with respect to any official's calls. Protests must be filed with the Tournament Director/Coordinator or his/her designated officials, within 30 minutes of the disputed game. A \$200.00 cash (no checks) non-refundable payment must be made when filing the protest. A judgment will be rendered within approximately 60 minutes of receipt of the protest.

DISCIPLINE

The Tournament Director/Coordinator shall also serve as the Discipline Chairperson. The Discipline Committee will consist of a minimum of three (3) persons appointed by the Tournament Director/Coordinator. Any discipline problems will be handled immediately after the game. The committee will meet first with the referee and/or linesman. Next, they will meet with the coach and/or player. The committee will then decide what action; if any is required based on the guidelines found below. The coach and/or player so involved will then be notified of their decision.

ZERO TOLERANCE POLICY

In accordance with USA Hockey guidelines, tournament officials reserve the right to end any game. PNAHA rules for the conduct of players and coaches will be in effect for this tournament. In addition, fighting, unsportsmanlike, 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.

TEAM DISQUALIFICATIONS

Teams may be disqualified if:

1. They fail to pay tournament fees
2. Abuse of the facilities.
3. Players, coaches, parents, or fans taunt the opposing team, and/or abuse Tournament Officials, Game Officials or employees of the ice arenas. There is zero-tolerance in affect with respect to all of these issues.

PLAYER DISQUALIFICATIONS

1. A player receiving a game misconduct is ineligible to play in the following game.
2. A player receiving a second game misconduct will be disqualified from further tournament play.
3. A zero-tolerance policy exists with respect to fighting. Players receiving a game misconduct for fighting will be automatically disqualified from further tournament play.
4. Any player or team representative receiving a Gross or Match penalty will be suspended for the remainder of the tournament.