

# 2009 G.F. SQUIRT INVITATIONAL HOCKEY TOURNAMENT

Feb. 6<sup>th</sup> – Feb. 8<sup>th</sup>

Purpur, Gambucci and Blue Line Club Arena's

## Blue Pool

1-Hallock  
2-G.F. Central  
3-G.F. South

## Red Pool

1-G.F. North  
2-G.F. West  
3-Northwood

## Friday, February 6<sup>th</sup>:

5:30 p.m.	G.F. Central	v.s.	G.F. South	Gambucci Arena
7:15 p.m.	G.F. West	v.s.	Northwood	Gambucci Arena

## Saturday, February 7<sup>th</sup>:

9:00 a.m.	G.F. North	v.s.	G.F. West	Purpur Arena
10:45 a.m.	Hallock	v.s.	G.F. South	Purpur Arena
6:15 p.m.	Hallock	v.s.	G.F. Central	Gambucci Arena
8:00 p.m.	G.F. North	v.s.	Northwood	Gambucci Arena

## Sunday, February 8<sup>th</sup>:

8:30 a.m.	2 <sup>ND</sup> Pool Blue	v.s.	2 <sup>nd</sup> Pool Red	Purpur Arena
9:30 a.m.	3 <sup>rd</sup> Pool Blue	v.s.	3 <sup>rd</sup> Pool Red	Blue Line Club Arena
10:15 a.m.	1 <sup>st</sup> Pool Blue	v.s.	1 <sup>st</sup> Pool Red	Purpur Arena

# GRAND FORKS SQUIRT INVITATIONAL TOURNAMENT

## RULES AND REGULATIONS

- \*\* All games will be played according to USA Hockey Rules as modified by North Dakota Amateur Hockey Association.
- \*\* Twenty players may be rostered and dressed by each team, for each game. No more than four coaches with appropriate USA Hockey certification will be allowed in the players' box while games are in progress. A game roster must be furnished to the scorekeeper 15 minutes prior to game time.
- \*\* Each game will consist of three fifteen (15) minute stop time periods with a five (5) minute warm-up period before each game.
- \*\* A goal differential of six (6) goals or more during the 3<sup>rd</sup> Period will generate a running clock. If the differential becomes less than six (6) goals stop time will resume in the 3<sup>rd</sup> Period.
  
- \*\* Penalties:

Minor	2:00 minutes
Major	5:00 minutes
Misconduct	10:00 minutes
Fighting	Player out for remainder of the game and all of the next game, plus (5) five minute major
  
- \*\* Any abusive language or conduct toward game officials by players, coaches or managers will result in a Minor Penalty plus a game misconduct. If occurring after the game, player, coach, or managers will be out the entire next game.
- \*\* Properly certified team roster must be submitted to Credential personnel and approved at check-in. Roster once submitted is final. No player may play on more than one team in the tournament regardless of registration, this includes a spare goaltender.
- \*\* All decisions of the referee are final! NO PROTESTS ARE ALLOWED!
- \*\* Should a player obtain a total of five (5) penalties during the play of any game, the player will be ejected from that game and the team's next game.
- \*\* Zero Tolerance Policy enforced for spectators as well as players and coaches.
- \*\* Each team will be allowed one 1-minute timeout per game. If Overtime occurs each team will be given one 1-minute timeout to use. If you do not use your 1-minute timeout during regulation, it does not carry over to the overtime so you would not have two timeouts. If you do not use it you lose it.
  
- \*\* Locker room assignments will be posted in the arena lobby and locker room keys will be at the arena office located in the main office. Team coaches/managers can check in at the Purpur/Gambucci Arena office prior to your first game located in the arena lobby.

**Tie Breaker Rules: (Round Robin Play)**

***These rules will be used for the purpose of team ranking in determining final round qualification for bracket winners.***

- \*\* In case of a three-way tie, the team with the highest goal differential shall earn the higher rank. Goal differential for each game will be the difference between goals for and goals against, with a limit of six (6) for any one game.
- \*\* If still tied, then we will use the actual game score goal differential determining the higher rank. Goal differential for each game will be the difference between goals for and goals against.
- \*\* If still tied, a coin flip between tied team will take place.

**Overtime Procedures:**

- \*\* There shall be a one minute rest period before the beginning of overtime.
- \*\* Tied games at the end of regulation play will play a Five (5) minute overtime period of 4 on 4 hockey until a goal is scored. If still tied at the end of the five minute overtime the game will go down as a tie game.
- \*\* Teams will earn two points for a win, one point for a tie and zero points for a loss. If teams go to overtime the winning team will earn two points, the losing team will earn one point. If they tie both teams will earn one point.
  
- \*\* Concessions and restrooms are available during the tournament.
- \*\* There will not be a team fee or a gate fee for this tournament.