

# **AMBER CUP 2014**

## **April 29<sup>th</sup> - May 4<sup>th</sup>, 2014**

### **TOURNAMENT RULES**

#### **GENERAL RULES**

- 1.1 All tournament teams must be registered and approved by the staff of the Amber Cup 2014.
- 1.2 All games played at all groups shall have three (3) - fifteen (15) minute periods. Intermission between 1<sup>st</sup> and 2<sup>nd</sup> period and between 2<sup>nd</sup> and 3<sup>rd</sup> are 2 minutes. A mercy rule will be in effect in which the game will go to running time if there is a five (5) or more goal spread with 10 minutes remaining in regulation time. All games will be played under IIHF rules. Body checks are not allowed in all games of the tournament. There are all type of shoots allowed for group 19 – 35. In all other groups slap shots are not allowed. Any player who uses a “slap shot” during the game shall be assessed a Minor penalty. In case of injury match penalty shall be assessed. It is the responsibility of each coach to read the score sheet after each game and to insure that suspended players are advised of their suspension and not be permitted to play in the next game.
- 1.3 For all games, the home team listed shall wear its colored home jerseys and the visiting team listed shall wear its white away jerseys.
- 1.4 Additional Rules added to the Amber Cup 2014:
- Any player receiving 3 penalties will be suspended from the running game, but can play next game.
  - Anyone receiving a second misconduct (10') and/or game misconduct (20') must sit the next game.
  - Anyone receiving a match penalty is disqualified from min next game. Additional disqualifications, if any, under Tournament Directorate decision.
- 1.5 All games shall be officiated by two referees.
- 1.6 The Tournament shall provide scorekeepers, referee clean time and one referee -announcer.
- 1.7 All questions and controversies shall be referred to the Tournament Director (Normunds Kupcis) and Tournament Chief referee (Andrejs Zaķis). The Tournament Directorate's decision in any such matters shall be final.
- 1.8 Handshakes shall take place immediately after each game.

#### **Division Formats and Tiebreakers**

- 2.1 In the round robin portion of the tournament two points will be awarded for a win, one point for a tie, and zero points for a loss. There will be no overtime. During round robin play, if the score is tied at the end of regulation time, the tie score will stand and each team shall be awarded one point for the game. The division winner will be determined as the team who has accumulated the most points.
- In groups 19 – 35, 40+ Masters, 45+ Masters 6 teams take part, all teams will play minimum of 5 games. At the end of round robin, 3<sup>rd</sup> and 4<sup>th</sup> team will play play-off game for 3<sup>rd</sup> place and teams 1<sup>st</sup> and 2<sup>nd</sup> will play championship game.
  - In groups 35+ Amateurs, 35+ Masters, 40+ Amateurs and 45+ Amateurs 4 teams take part, all teams will play minimum of 6 games. Teams will play 3 round robin games. After round robin ½ final games will be played by 1<sup>st</sup> and 4<sup>th</sup> team and 2<sup>nd</sup> and 3<sup>rd</sup> team. ½ final winner is determined by the sum of two games. If after the 2<sup>nd</sup> game of ½ final the result of the series is 1:1, winner will be decided by game winning shoots (First – 3 shoots, in case of no decision, one shoot until one scores and other misses). Both ½ final losers will play 3<sup>rd</sup> place game, winners – championship game.
  - In group 55+ 5 teams take part, all teams will play minimum of 5 games. Teams will play 4 round robin games. After round robin team 4 and 5 will play ¼ final game. ½ final will be played by team 1 and winner of ¼ final and team 2 and 3. Both ½ final losers will play 3<sup>rd</sup> place game, winners – championship game.
  - In groups 60+ and 65+ 3 teams take part, all teams will play minimum of 6 games. Teams will play three round group games. Based on group tournament results 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place will be announced.
  - Group 50+ will be divided in divisions A and B, where the teams will play round robin games. 2<sup>nd</sup> team in division A and 2<sup>nd</sup> team in division B will play 3<sup>rd</sup> place match, and 1<sup>st</sup> team in division A and 1<sup>st</sup> team in division B will play championship game.

- 2.2 If two or more teams are tied in points after the round robin, the following tiebreakers in the following order shall be used to determine which team finishes higher for final seeding:
- Head to Head Competition;
  - If more than two teams tied, Points Earned in the Games between the Tied Teams;
  - If teams are still tied, Goal Scoring Quotient, calculated by deducting from Scored Goals Goals Against.
  - If teams still tied, Fewest Goals Against;
  - If teams still tied, Most Goals For;
  - If teams still tied, Fewest Penalty Minutes;
  - If teams still tied, Coin Flip.
- 2.3 No Tie Games in Quarter Finals, Semi-Finals, and Championship Games. A winning team and a losing team must emerge from these games. If at the end of regulation time in a consolation, quarter, semi, or championship game the score is tied;
- Each team will pick 3 players to take part in a shootout. The visiting team will shoot first. If no clear winner emerges after the first shootout;
  - Each team will pick one (1) player to take part in a sudden death shootout.

### **Protests**

- 3.1 A game, including its outcome, may not be protested based on the judgments or “calls” made by an on-ice official. A game, including its outcome, may be protested based on the opponent’s use of an ineligible player, or on a gross violation of rules or of protocol that clearly has an impact on the game and that inures to the detriment of hockey.
- 3.2 Any such protest must be filed by the protesting team as soon as is reasonably possible, preferably on the disputed game’s score sheet, and referred immediately to the Tournament Director for his consideration.
- 3.3 If the Tournament Director (s) determines that the circumstances warrant it, the Tournament Director’s decision in any such matters shall be final.

### **Suspension and Expulsion of Players, Coaches, Other Team Personnel**

- 4.1 Coaches and other team or association personnel may be suspended or expelled from participation in the Amber Cup 2014, including all games and removal from the rink premises, for conduct deemed by the Tournament Directors to be detrimental to the best interests of hockey. Such conduct shall include, but not be limited to, the following:
- fighting or inciting others to fight;
  - obscene language, conduct or behavior;
  - language, conduct or behavior intended to intimidate others;
  - refusal and/or failure to immediately heed a directive from a referee, from authorized rink personnel, or from the Tournament Director.
- 4.2 Any player who receives a major penalty for fighting, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and his next game. At the conclusion of each game, the coach of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game.

### **Sanctioning, Credentials and Forfeitures of Players, Coaches, Other Team Personnel**

- 5.1 Teams must register all the Players, Coaches, Other Team Personnel. To register additional players after teams first game is not allowed. Team Managers have to pay attendance fee for participation, which is not refundable, before tournament.
- 5.2 Player, who is older to groups allowed age limit is allowed to participate in younger age group. Any team using an ineligible player (s) shall forfeit any and all games in which the individual player (s) has participated and the player (s) will be suspended for the remainder of the tournament.
- 5.3 Passports must be available, if requested.
- 5.4 All players must have medical insurance.