



#### Tournament Director:

The Tournament Director shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action or any other procedural disputes. He or she will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of the Tournament Director are final.

#### Team Manager:

The Team Manager must register 60 minutes prior to their first game. Each team is asked to provide a contact person and phone number for which they can be reached during the Weekend to the Rink Supervisor for this event before the first game played.

SuperSeries AAA will have a Rink Manager at the arena. All team representatives are responsible for checking for any schedule changes, player suspensions and other important information pertinent to their team and its participation in this SuperSeries AAA event.

All teams must use the locker room assigned to them for each game, it is the team manager/ team representatives' responsibility to ensure that the locker room is maintained and kept clean (no trash / tape / food or drink on the floor) prior to vacating the locker room after each game. The team manager/representative is responsible for all damage done to the locker room, equipment in the locker, or the facility.

Each team/team manager is responsible for the safeguarding of all team items in the locker rooms. The facility and/or host organization assume no liability or responsibility for any theft or damage due to team negligence.

Managers will make parents, bench staff and players aware that SuperSeries AAA supports the USA Hockey and Hockey Canada Zero Tolerance Initiatives for verbal abuse of any player, official, parent or spectator. The Tournament Director or Rink Staff reserves the right to remove any violator from the premises.

#### Game Sheet Stickers:

**We will be using game sheets for our tournament. Managers – please have roster stickers/roster labels ready for your game sheets. Three (3) stickers/roster labels are required for each game.**

#### Player Waivers:

All players and coaches are required to complete an online waiver before participating in a SuperSeries AAA event. Please ensure that your players have completed the link. One waiver per player per season is required.

Link: <http://www.superseriesaaa.com/waiver>

### Player Eligibility:

A player may only play for one team in his own age group. A player must appear on the official roster. Every team must be USA Hockey or Hockey Canada registered for Insurance purposes.

**\*\*SuperSeries AAA must be in receipt of a certified, stamped or signed USA Hockey roster before the start date of the event that teams are scheduled to attend. Teams will not be permitted to step onto the ice without receipt of this documentation\*\***

### Jerseys:

Home and visiting teams are indicated on the tournament schedule. Home teams shall wear light colored jerseys. Visitors will wear dark jerseys. All jerseys must have a player number clearly displayed.

### Mouth Guards:

All players in the tournament are required to wear a colored – non-clear (Rule 304F) mouth guards. This is a USA Hockey rule. The only exceptions are Canadian players who are not required to wear a mouth guard in regular league play.

### Early Start Option:

All teams must be prepared to play their games fifteen (15) minutes prior to scheduled start time in the event games are ahead of schedule. Players must be ready to step onto the ice when the Zamboni finishes between games. Please have your teams prepared.

### Penalty Box:

Each team is responsible for providing its own penalty box attendant

### Warm Ups:

A three (3) minute warm up will take place before the start time of the game. Pucks will NOT be provided. Please bring warm up pucks for your team.

### Time Outs:

One 30 second time out is permitted per team per game.

### Length of Periods:

Games are 3 x 15 minute stop time periods. All games will be played to completion.

### Period Break:

There will be a one (1) minute break between each period. It is the responsibility of the coach to ensure their team is ready to go at the start of each period and the sound of the buzzer after timeouts.

### Mercy Rule:

The mercy rule shall be in effect. If a team is leading by five (5) or more goals in the third period, the clock will revert to running time. If the difference is reduced to three (3) goals or less, the clock will revert back to stop time.

### Officials:

All on-ice officials are currently and completely registered and in good standing with USA Hockey. Games will be played under USA Hockey rules. **Please note that SuperSeries AAA cannot change or alter decisions made by USA Hockey officials.**

### Penalties/Match Penalties:

Penalty times will be as follows: Minor 2:00 minutes, Major 5:00 minutes, Misconduct 10:00 minutes.

Any player and/or team official who is in receipt of a match penalty or gross misconduct will be suspended for any remaining games and subject to USA Hockey discipline. Any player that receives a second major penalty will result in an ejection from the remaining games of the weekend.

### On Ice Altercations:

SuperSeries AAA abides by the rules and regulations set forth by USA Hockey. If a game is interrupted by on ice fighting between players and /or bench staff, then **the clock will continue to run**. Games times will not be restored until the whistle has blown on the play that immediately follows the on ice fight. **Minutes lost will not be restored.**

### Overtime for All Games

If the game ends in a tie, teams will then proceed to a 5 minute period of sudden death 3 on 3. If the game remains tied, each team will select three (3) players to participate in the shootout. Please reference Eligible Players for a Shootout below.

### Eligible players for a Shootout:

- a. **If a player is serving a penalty, he/she is unable to participate in the shootout**
  - b. Once a player shoots he/she is no longer eligible to participate until every player on the bench (excluding goaltenders, players serving penalties and/or players that are injured) has shot at least once.
  - c) The shootout will proceed one player at a time with each team having an equal number of turns. During the second round and beyond, the team that scores first, with the other failing to score, is declared the winner.
- The home team shoots last in each round. Goalies will not switch ends for the shootout.

### Division Scoring:

All divisions will be scored per game as follows:

- a) Three (3) points for a Win in regulation
- b) Two (2) point for an Overtime win or Shootout Win
- c) One (1) point for an Overtime loss or Shootout Loss.
- d) Zero (0) point for a regulation loss.

### Tie Breaker

The following tie-breaker formulas will be used to determine the order of finish (seeding) after round robin play:

- a) Team with the highest points
- b) Team with the most wins, determined first by regulation wins, then by OT wins.
- c) Goals for / goals against differential
- d) Fewest total number of Goals against
- e) Highest total number of Goals For

Standings and Tie breakers will be used to determine the home teams in the Quarter Finals, Semi Finals and Championship game.

### Forfeited Games:

Any forfeited games will be recorded as a 3-0 score.

### Goal Differential:

The maximum goal differential attainable per game is +/- 7

### Arena Address

City National Arena - 1550 S Pavilion Center Dr, Las Vegas, NV 89135, USA  
Ice pads (SUMMERLIN HOSP. RINK A, STAR NURSERY RINK B)