



## **Face-off Against Alzheimer's Tournament Rules**

### 2026 – 2027 Tournament Rules For USA Hockey Sanctioned Event

#### *Eligibility:*

- For USA Hockey sanctioned tournaments, all teams must be registered with USA Hockey or the Canadian Hockey Association.
- Only players on your USA Hockey / Hockey Canada roster will be allowed to participate. If you have an ineligible player on the ice, your team will be disqualified **without a refund**.
- **Detailed Athletic Development must be in receipt of a certified, stamped or signed USA Hockey roster or registered Hockey Canada roster before the start date of the event. Teams will not be permitted to step onto the ice without receiving receipt of this documentation**
- Rosters are locked as soon as the first game begins. No additions after the first game.

#### *Team Conduct:*

Detailed Athletic Development Tournament officials expect the conduct of players and coaches to be beyond reproach both on and off the ice. Any misconduct will result in immediate and prompt disqualification from the tournament. Spectators should also be advised that Detailed athletic Development's Hockey Tournament has established a "ZERO TOLERANCE" policy regarding abusive language and unsportsmanlike behavior towards opposing team players, coaches, fans, referees, volunteers, and tournament officials. Spectators violating this policy will be immediately escorted from the venue. Please view USA Hockey's current standard of practice, which will be adhered to during the tournament.

<https://www.usahockeyrulebook.com/page/show/1015130-zero-tolerance-policy>

- *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:*
  - Detailed Athletic Development 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 the Face-Off Against Alzheimer's.
  - 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 Detailed Athletic Development 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.

*Rules:* The Face-Off Against Alzheimer's Hockey Tournament is played under current USA Hockey rules as modified by the tournament organizers.

- USA Hockey guidelines for equipment will be enforced for all teams. Mouth Guards are mandatory, unless your home organization does not require you to wear one. Mouth guards should be colored – non-clear mouth guards.
- All players are required to wear Neck Laceration Protectors to all games. This includes all USA and Canadian teams.
- As per USA Hockey Rules and Regulations, there will be NO checking permitted
- Automatic offsides and icing.
- No icing on penalty kills.
- Slapshots will be permitted.
- All players, including alternate goalkeepers, are required to wear helmets on the bench.
- Goal judges will not be used.

*Penalties:* All decisions made by the officials during the game are final! No protests will be allowed regarding rules interpretations or judgment calls made by game officials. Only protests related to game rules that can be addressed within the USA Hockey rulebook or regarding player eligibility will be heard by tournament officials.

- In the event of coincidental penalties, neither team will skate shorthanded.
- Should a team accumulate a combination of 12 penalties (minor and/or major) during any single game, the offending team's head coach will automatically receive a game suspension to be served the next game. In addition, any player accumulating FOUR penalties (minor and/or major) in any single game will receive a game misconduct.
- The 4/12 rule includes minors, majors, misconducts, and game misconducts. There are some penalties that carry a minimum of minor+misconduct. That would count as two penalties against the player and the team. The same thing applies to major penalties that automatically carry a game misconduct. A double minor for roughing also counts as two penalties.
- Suspended individuals are not permitted on the bench.
- Any player and/or coach using remarks that are considered a racial slur nature, and which are heard by a game official, will automatically receive a MATCH PENALTY. The tournament advisory committee reserves the right to review any racially motivated incident for further disciplinary action, including disqualification from the tournament.
- All minor penalties will be 1.5 minutes.
- Each team is responsible for providing its own penalty box attendant

Games:

- **Early Start Option - All teams must be prepared to play their games fifteen (15) minutes prior to the 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.**
- Games are 3 x 15-minute stop time periods with an ice cut after the game
- Three (3) minute warm-up before each game. Pucks will be provided.
- 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.
- **Timeouts – NO Timeouts unless it is a semi-final or championship game**
- **Mercy Rule - The mercy rule shall be in effect. If a team at any point during the third period is leading by 5 or more goals the clock will revert to running time. If the difference is reduced to 3 goals or less, the clock will revert back to stop time.**

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.

Point Structure:

- Win = 2 Points
- Loss = 0 Points
- Tie = 1 Point
  - **Ties - Overtime will occur in semi-final and final games only. The procedure will be three-on-three for five minutes, stop time. If the game remains tied, then a shootout will occur. The SHOOTOUT rules are 3 different players, best of 3 shootouts. If the game remains tied, it will be team vs team until someone wins by 1. ALL players must shoot before repeating any shooters. Sudden death format. Home team chooses which team goes first.**

Playoff Structure:

- Each Team will play 4 Round Robin Games between Friday at 12 PM to Sunday at 11:30 AM
- Teams will be ranked 1 – 8 based on points and tie breakers.
- Teams that finish 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup>, will play a 5<sup>th</sup> Game Sunday Afternoon.
- Teams that finish 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> will play a semi-final game on Sunday afternoon to determine who will play in championship at Monday morning.

## Tie Breaker Procedures

- Tiebreaker procedures
  - a. Most Points
  - b. Most Wins
  - c. *If two teams are tied, head-to-head determines the winner. If more than two teams are tied, all teams have played each other, and one team has won all games, that team will be ranked higher. If a tie in the standings occurs with three teams, and the tie-breaking procedure eliminates one of the teams, and two teams remain tied, the eliminated team is removed, and the procedure is re-employed with the remaining teams. If 3 or more teams are tied and no other team has beaten the others, we will skip C and move to D.*
  - d. Goal Differential ( $GF - GA = \text{Goal Differential}$ )
    - i. *The maximum goal differential attainable per game is +/- 7.*
    - ii. *Any forfeited games will be recorded as a 3-0 score.*
  - e. Least Goals Allowed
  - f. Least Penalty Minutes

## Points of Contact

### **Detailed Athletic Development**

Andrew Veglucci | [detailedathleticdev@gmail.com](mailto:detailedathleticdev@gmail.com) | 631-456-1277