



**ROCKET ICE ARENA  
TOURNAMENT  
2019  
HANDBOOK**

# ROCKET ICE ARENA

## General Information:

1. Each team is guaranteed **3** games.
2. USA Hockey rules govern all play.
3. Mite games will be ½ ice games.
4. The top 2 teams in each division will be awarded a trophy.
5. The **Registration Deadline** is: **Sunday, November 10, 2019 or sooner if slots fill early**. Late entries will be accepted only with prior approval.
6. **2019-2020 USA Hockey Team Rosters, Travel Permits (if necessary), and a \$392 non-refundable deposit** are due with registration.
7. To register your team, fill out an application form, email it to [rachel@rocketice.com](mailto:rachel@rocketice.com), drop it off at the Rocket Ice Arena Front Desk or mail it to the Rocket Ice Arena, 180 Canterbury Lane, Bolingbrook, IL 60440. Please enclose a check, money order, or valid credit card for deposit with registration.
8. No team will be scheduled to play without a completed roster form. Rosters will be strictly checked at all games and additions will not be allowed under any circumstances.
9. The fee for the Rocket Ice Arena Tournament is \$794 for Squirt, PeeWee, and Bantam teams and \$611 for Mite teams. A **non-refundable** \$392 fee is required at registration and the remaining balance is due **by Sunday, November 17, 2019**.
10. Schedules will be e-mailed out to all participating teams 1 week prior to tournament.
11. Team Managers are reminded to bring their Roster Stickers with printed player names and numbers.
12. “Home” teams on schedules will wear their white jerseys. “Away” teams will wear their colored jerseys.
13. The Rocket Ice Arena reserves the right to cancel and postpone any game due to circumstances beyond their control. But every effort will be made to follow the initially made schedule.
14. Good luck to all participants. **HAVE A GREAT TOURNAMENT!**

## Rules:

1. The manager/coach is at all times responsible for the behavior and actions of his/her team.
2. USA Hockey rules apply.
3. Mite Division will be ½ ice format. See attached.
4. In the event payment of any tournament fees not received on set dates, the Rocket Ice Arena reserves the right to drop the team from the tournament without refund of already paid fees.
5. All teams must have signed the Tournament Liability Release Form. All required paperwork must be completed by the time the rosters are due.
6. All teams must submit a roster of no more than 20 players. The manager is responsible to see to it that each rostered individual takes care of all pertinent paperwork by the deadlines as set in the earlier section.
7. The roster will be frozen once handed in. Additions will not be allowed under any circumstances.
8. All players are required to wear full hockey attire for all the games, including helmet w/full face shield, shoulder pads, elbow pads, breezers (Hockey Pants), cup and supporter, shin pads, hockey skates, mouth guard, and neck guard.
9. “Home” teams on schedules will wear their white jerseys. “Away” teams will wear their colored jerseys
10. Players on the same team must have matching color jerseys with numbers. Players not wearing full equipment and the proper uniform will not be allowed to play until it is corrected.
11. Games may begin up to 10 minutes early. As such, all teams must be ready 10 minutes before game time.
12. Teams will have a 3-minute warm-up. Pucks must be collected prior to end of 3 minutes.
13. A game may start without the goalie. If a team cannot field 6 skaters, said team shall forfeit by a 1-0 score.
14. Playtime for Mites will be two 21-minute periods. See attached for Mite Division Format. Playtime for Squirts and PeeWees is three 11-minute periods. Playtime for Bantams is three 13-minute periods. For all levels, there will be a running clock in the third if the difference in score is at any time five goals.
15. Each team will receive one 30-second time-out per game.
16. Penalties:
  - **Minors:**
  - Squirts and PeeWees: 1½ minutes
  - Bantams: 2 minutes
  - **Majors:**
  - Squirts and PeeWees: 4 minutes
  - Bantams: 5 minutes
  - **Misconducts:**
  - Squirts and PeeWees: 8 minutes
  - Bantams: 10 minutes
17. Coincidental penalties of an equal duration can be substituted for immediately.
18. Any player having 5 penalties in one game shall be removed from that game, and will also be assessed a 1 game suspension.
19. Majors and Misconducts are two separate penalties. The Head Coach shall be suspended for the next game if his/her team accumulates 15 penalties in one game.
20. Any player given a fighting penalty will automatically be ejected from tournament.
21. Physical or verbal abuse of an official will result in permanent expulsion from tournament play.
22. Teams found playing ineligible players will forfeit the game said player was involved in.

23. Most points will determine placement of teams for bracket play: 2 for win, 1 for tie, 0 for loss.
24. Tie - breakers are: 1. Head to Head 2. Goals Differential (Max of 5 per game) 3. Fewest Goals Against 4. Fewest Penalty Minutes 5. Coin Toss by Tournament Director.
25. Preliminary games may end in a tie. Semis and Championship game will be settled by a 5-minute, 4 on 4, sudden death period (3 on 3 sudden death for Mites). After such there will be a five-player shoot-out with the home team electing to shoot first or second, followed by a three player, and then one player, until one teams scores in a round that the other one does not. All players must be used before player repeat in shootout.
26. To avail locker rooms, a driver's license or car keys are required as a deposit with the Front Desk. Please inspect your locker room upon entering, and report any damage to the Front Desk immediately. The Front Desk will return your driver's license or car keys only after thorough inspection of your locker room at the end of your game.
27. The Rocket Ice Arena assumes no responsibility for any lost or stolen items while on the premises during a game. The locker room key is issued so you may exercise the option of locking your locker room at all times.
28. No alcoholic beverages are permitted on the premises. Any violation will result in immediate expulsion from the arena. The Rocket Ice Arena is a tobacco-free facility.
29. The team manager/coach will check and sign the score sheet before leaving the ice after the game.

**This tournament is set up for teams who wish to compete and show their hockey skills in a competitive and fun environment. The referees employed by the Rocket Ice Arena are of the level necessary to facilitate this tournament, and as such should be respected for their decisions during a game. Their word is final. Rocket Ice Staff decisions regarding tournament administration are final. While you enjoy the tournament please keep these rules and guidelines in mind, and always feel free to call the Rocket Ice at 630-679-1700 with questions, ideas, and suggestions at any time.**

**Have a Great Tournament!!!!!!!**

## Mite Division Half Ice Game Format

1. Games will consist of two (2) twenty-one (21) minute running time periods with a 2 minute break in between periods. (*Game time 42 min. + 5 min warm up + 2 minute break at half + 6.5 minutes stoppage time = 55.5*)
2. Shifts are 90 seconds in duration. The buzzer will sound after each 90 second shift and the clock will stop for 15 seconds allowing players to change. During the 15 second change the official will retrieve the puck and proceed to “center half ice”. After the buzzer sounds the next line can't go out after the puck until the last skater from the line previously on the ice gets to the boards. The timekeeper will start the clock at the 15 second mark to start each shift regardless if players are lined up or not. The clock will not stop for any other reason unless called for by the officials. The clock will begin at 21 minutes and the horn will blow for a shift change at the following clock times: 19:30, 18, 16:30, 15, 13:30, 12, 10:30, 9, 7:30, 6, 4:40, 3, 1:30 and 0.
3. When a goal is scored, both teams must skate around their respective nets before getting back into play. The team that scored turns around and all four skaters skate around their net. The team that got scored on retrieves the puck from the net and then all four skaters on that team also skate around their net.
4. When a penalty is called that player must leave the ice for the remainder of that shift. No penalty time will be kept and teams will play short-handed for the remainder of “that” shift. Penalties WILL NOT carry over to the next shift. A player receiving a major penalty in a game will be suspended for the remainder of “that” game.