Atlantic City

Weekend Hockey's 10th Annual Adult / Oldtimers Hockey Tournament

June 3-5, 2016

Tournament Program

Welcome to Weekend Hockey Tournaments
Dear Participants,

1. Welcome to our 10th Annual Adult/ Oldtimers Hockey Tournament at The Flyers Skate Zone in Atlantic City, NJ. We are very pleased you have decided to join us, and are looking forward to a great weekend of competitive hockey and fun.

2. We will have a Tournament Control Center in the arena at all times to answer any questions and provide any information you may desire throughout the weekend.

3. For all out of town teams, please enjoy your stay & please visit all the fine restaurants, casino’s, clubs, the beach & the famous boardwalk.

Once again, welcome to Weekend Hockey’s Tournament in Atlantic City. Have fun and enjoy your weekend!

James Zitmanis
Tournament Director
Weekend Hockey Tournaments
Weekend Hockey Tournaments

STAFF LIST

James Zitmanis: Tournament Director
Della Steele: Tournament Administration
Maureen Maclellan: Tournament Desk
Rob MacLellan: Tournament Convenor
Richard Saunders: Referee in Chief

AWARDS AND PRIZES

1st Place Team in Division: Each player will receive Weekend Hockey Apparel & a Team Trophy & Team Picture on Web Site

2nd Place Team in Division: Each player will receive apparel awards

Player of the Game: One player per team in each game will be awarded a Player of the Game Award provided by SUMMERSKATES

MADE WITH REAL HOCKEY LACES

LACE UP @SUMMERSKATES
TOURNAMENT INFORMATION

10th ANNUAL ADULT/OLDTIMERS HOCKEY

TOURNAMENT in Atlantic City, NJ

June 3-5, 2016

REGISTRATION

All team Reps are to register with Weekend Hockey Staff at Tournament Central located in the arena BEFORE your 1st game is played. We will have a Tournament Central in all arenas!

All Payments to be paid in full by START OF TOURNAMENT. After this date cash or credit card will only be accepted. At registration, payment for last minute registrations for new players or guests will also be accepted by means of above.

CHECK-IN AT HOTELS

Anytime from 3:00pm. In some cases you may be able to check in earlier. Check first with your hotel!

PLEASE NOTE THAT THE HOTEL REQUIRE, AT REGISTRATION, THAT EACH ROOM PROVIDE A CREDIT CARD IMPRESSION OR $100 CASH DEPOSIT TO COVER PHONE CALLS, OR OTHER COSTS THAT MAY BE INCURRED. IF NOT USED, IMPRESSION AND OR DEPOSIT WILL BE RETURNED AT CHECKOUT.

CHECK-OUT

Check-out time is 11:00 am. If you have a later game on Sunday, give yourself enough time for check out & to play in your final game.

Don’t forget to clear up any additional charges. The Hotel will have your credit card deposit which will be automatically charged if required.

GAME SCHEDULES

Game schedules are final. All teams have been scheduled according to team roster lists provided by Team Reps or tournament director is familiar with the team from past Weekend Hockey Tournaments. Please note, if a team does “blow out” another team, that team may lose their 2 points for that game & be moved to another division provided division allows a movement. If movement of team can’t be made, any necessary changes can be made by Tournament Director to facilitate a fair division. Note: this is extremely rare & has only happened once in 10 years of operating hockey.
**HOTEL**

*Weekend Hockey Tournaments is using The Tropicana Resort & Casino. An excellent hotel that is walking distance to the boardwalk, beach bars & the ocean. Too many bars, restaurants, clubs & shopping stores to list!*

**ARENA**

*The Flyers Skate Zone has 1 NHL sized arena. This arena also has a pro shop. It’s only 5 minutes from the “Trop”*

**DRINKS**

*Each team rep will receive 2 cases of beer for his/her team at check-in at Tournament Central at arena on Friday.*

**HOCKEY EQUIPMENT STORAGE**

*At arena, there may be a storage facility for all out of town teams to leave their bags & sticks throughout the weekend. At Tournament Central Friday, please check for updates on this!*

**TOURNAMENT CENTRAL**

*Weekend Hockey Staff will at all times have a Tournament Control Centre located in the arena to answer questions, provide information, distribute tickets or otherwise help you in any possible way. Souvenir Weekend Hockey Merchandise will also be available for sale.*

**SHUTTLE**

*There is no shuttle provided from the arena to hotel as the distance is only a 5 minute drive.*
ITINERARY
ANNUAL ADULT/OLDTIMER HOCKEY TOURNAMENT in Atlantic City

Friday June 3, 2016
Check in at ground floor lobby of hotel or sign in at Tournament Central at Arena. IMPORTANT- If you are unable to check in before your game, you MUST check-in after your game. Any changes to your team must be reported!

- All team reps have received their 2 cases of beer
- All teams will have played at least 1 game today
- All teams will have their team picture taken.

Saturday June 4, 2016
- All teams will have either their 2nd & 3rd game today

CHAMPIONSHIP Sunday June 5, 2016
All Championship commence today. IMPORTANT- Award presentations will be made in the dressing rooms after the games.

- Winning teams will have team picture taken on ice with awards & team trophy. Picture will be posted on weekendhockey.com web site.
WEEKEND HOCKEY TOURNAMENTS  
(RULES & REGULATIONS)

The current rules of the C.H.A (Canadian Hockey Association) will govern all tournament games, with the exception of a number of rules specific to Weekend Hockey Tournaments, as outlined in these pages. These may be modified by the Tournament Directors at any time. Tournament directors assume no responsibility for any claims arising through the operation of the tournament. No allowances will be made for ignorance of the rules.

1) **ARENA PROPERTY** - Any damage to the arena property will be paid for by the team responsible, prior to participation in any further league games. Non-compliance constitutes automatic suspension, from the league and possible legal action.

2) **ALCOHOL & CONTAINERS** - Alcoholic beverages and / or glass containers are prohibited in the arena. Failure to comply will result in disciplinary action against the offending individuals, including possible indefinite suspension from the tournament. This rule applies to the dressing rooms, playing area, parking lot, and grounds.

3) **PERSONAL PROPERTY** - The tournament accepts no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the arena. The Team representative will be responsible for providing a lock for the dressing room door.

4) **NOTICES** - All players should check with tournament central for any postings concerning game changes, standings, and league news. Team representatives are encouraged to communicate all concerns to tournament directors.

5) **LENGTH OF GAMES** - All games will be 3 periods in length, each period to be 10 - 10 - 12 minutes stop-time. In the event of the 4 goal spread, the clock shall run in the last 5 minutes of the third period only. For the clock to return to stop-time, the difference in score must be 3 goals or less. **WARM-UP – 2 minutes prior to commencement of game. Clock could continue if teams not ready! This will keep tournament schedules on time.**

6) **TEAM SWEATERS & COLOR CONFLICTS** - Tournament will provide jersey’s in case of sweater conflicts.

7) **MANDATORY EQUIPMENT** - Face shields are advisable and recommended. Helmets are mandatory & must be worn by all players. Helmets must be C.S.A. approved (No Gretzky Jofa Helmets) with proper fastened chin straps. Goaltenders
may not wear home-made masks. Accidents must be reported to the tournament directors and to the arena management.

8) **CHAMPIONSHIP SUNDAY ELIGIBILITY** - For a player to be eligible for Sunday’s Championship Day, the player must have participated in 2 of the first 3 games.

8a) **CHAMPIONSHIP SUNDAY** – In event of a tie during Sunday’s championship games, there will be a 4 on 4 3 minute running time period. Last 30 seconds stop time. If still tied, a 3 on 3, 3 minute running time period, last 30 seconds stop time. NEW If still tied, another 3 on 3, 3 minute running time period, last 30 seconds stop time. If still tied a shootout will occur with 3 players from each team shooting. If still tied then 1 player per team will shoot until someone scores.

9) **INELIGIBLE PLAYERS** - Only players registered with the tournament may participate.(Roster Sheet) All players must sign their own names at every game. Forging of signatures will result in a default of that game. Use of an ineligible player may result in the offending team losing the points that were awarded during the games, where ineligible players were used.

10) **SUBSTITUTE GOALTENDERS** - Substitute Goaltenders may only play, with the approval of the tournament directors. If permission is denied, teams may use any consenting goaltender, from within their own division or a lower division.

11) **MATCH PENALTIES- INVOLVING A LEAGUE OFFICIAL** - Automatic indefinite suspension from the tournament. There is no minimum suspension appeal. This penalty will be assessed when a player physically threatens or abuses any league official (directors, referees, timekeepers, etc.).

12) **CENTER RED LINE** - The center red line will not be in play at any time during the tournament.

13) **ICING** - All stoppages for icing will be initiated when the puck crosses the goal line of the non-offending team. All icing calls will be initiated by the offending team shooting the puck into the defending zone from behind their own blue line.

14) **GAME EJECTION** - Any player receiving 3 minor penalties in one game will receive a game ejection penalty. If the third minor penalty is co-incidental, that player will not be ejected until a fourth minor is incurred. Such an infraction shall not carry any suspension unless the last penalty is a Game Misconduct or major in the third period (see Rule 18). Any player incurring a major penalty shall be ejected from the game. Such an infraction, other than fighting, shall not carry any suspension unless the player’s actions are reported to the league, by the referee, at which point league officials shall assess suspensions as deemed appropriate for the action.
15) **FACE-OFF MOVED TO THE NEUTRAL ZONE**- Should a gathering of players occur following a stoppage in play whereby the offensive team’s defensemen (one or both) enter the defensive zone past the top of the face-off circles, the referee will direct the face-off to the closest point in the neutral zone. When a player on the offensive team has made contact with the goal crease, the face-off shall be moved to closest point in the neutral zone.

16) **FIGHT / ALTERCATION**- In the event of a fight or an altercation where more than two players from either team are involved, the timekeepers are instructed to run the clock until such time as order has returned to the ice surface.

ALL Fighting Majors will result in an automatic tournament expulsion!

17) **FIVE MINUTE MAJOR**- (except fighting) The player receiving the 5 min major is ejected from the game. If the major is assessed during the third period, an automatic 1 game suspension can be assessed. A player from the ice must serve the 5 min. penalty. A major penalty is subject to review by tournament officials. Any player who receives 3 majors during the course of the tournament may be expelled from the tournament.

18) **GAME MISCONDUCT**- The player or coach that receives a game misconduct penalty, will be ejected from the balance of the game. If this penalty is assessed in the third period, an automatic one game suspension can be assessed. This suspension will be cumulative (see #17). All games misconduct’s are subject to review and further suspension. This penalty will be assessed to players or coaches who are continually verbally abusing the league officials.

19) **TEN MINUTE MISCONDUCT**- The player will receive a 10 min. misconduct for verbally abusing league officials. If this occurs in the third period, an automatic 1 game suspension can be assessed. This suspension will be cumulative as explained in #17. A second misconduct in the same game will result in a game ejection. All misconduct’s are subject to review by tournament officials.

20) **GROSS MISCONDUCT**- The player is immediately ejected from the balance of the game and faces possible expulsion from the tournament. This penalty will be assessed to any player or coach who makes obscene gestures, excessively abuses spectators, other players or league officials; OR attempts to make a travesty of the game.
21) **MATCH PENALTIES- INVOLVING OTHER PLAYERS**- An automatic tournament expulsion can be used. This penalty will be assessed when any player physically abuses another player with an INTENT TO INJURE (spearing, butt-ending, face-masking, kicking, etc.)

22) **SUSPENSIONS**- Any team found to be playing with a suspended player shall automatically forfeit the game. No protest is required by the opposing team. If the offending team believes a suspended player is playing, they should immediately notify the referee who will make a note on the game sheet for league officials to review.

23) **COINCIDENTAL PENALTIES** - Coincidental penalties follow the C.H.A. procedures.

24) **CONTACT PENALTIES** - Body contact is not permitted anywhere on the ice. Any collisions or contact will be strictly a referee judgment call based on the following definition of contact: “No player is entitled to use his body to intentionally body check, bump, or hold an opponent.”

Body Contact penalties shall be cumulative: ANY TEAM RECEIVING 4 BODYCHECKING PENALTIES IN ONE GAME WILL SERVE THE FOURTH AND ANY SUBSEQUENT BODYCHECKING PENALTIES AS MAJORS. Please keep in mind the difference between hitting and getting in someone’s way.

25) **TIME-OUTS**- Are only allowed on Sunday for Championship games. One per team will be allowed

26) **APPEALS** - All suspensions are appealable. A written letter must be submitted to tournament directors prior to the next scheduled game. The letter should give a brief summary of the incident, and reason for the appeal.

27) **GAMES PLAYED WITH NO GOALTENDER**- For the purpose of individual statistics; a game played where one team has no goalie, the maximum goal spread allowed will be four goals. Statistics for all goals up to and including the goal that accounts for the four goal spread will be counted. Any further goals will be counted only for the purpose of team stats, and the actual score of the game.

28) **TIES IN STANDINGS**- In the event of a tie in the standings, the final results will be decided by:
   a) Record against the team you are tied with. If 3 or more teams tied go to b.
   b) Most total wins.
   c) Goal differential. The team with the highest tournament goal average. This is determined by the total goals scored/total goals for & against. EXAMPLE: Team 1 scores 10 goals & gives up 14. 10/24=.417
Maximum differential in any one game is 7 goals.
d) Least amount of penalty minutes
e) Most Goals scored
f) Fewest Goals Allowed
e) Tournament Director’s Decision

29) OFF-SIDES- If the puck is shot on goal, during a delayed off-side, the play shall be allowed to continue under the normal clearing the zone rules. Should the puck enter the net in this situation, either directly or off the goaltender, or a player or official on the ice, the goal shall not be allowed, as the original shot was off-side. If any attacking player touches the puck or attempts to gain possession of a loose puck while the play is still in the attacking zone, the Linesman shall stop play.

30) SLAPSHOTS – In this tournament, slap shots are allowed in all divisions except NEW 40+ & older divisions. We are using the waist as the point of reference. Any shots with the stick going higher than the waist a whistle could be blown resulting in a 90 second or 2 minute penalty pending if clock can accommodate 90 second penalties. When we say “could” it’s the referees discretion of how close the stick is over the waist to determine the penalty!

31) ROUND ROBIN & PLAYOFF GAMES
The top 2 teams in the division will play on Championship Sunday. All teams are guaranteed 3 games & if team makes final on Sunday this will be their 4th game. If division has 5 or 7 teams one team will get a 4th round robin game which will NOT count towards their team’s points but will count for the other team’s points. Note: Top 4 teams of 7 will play on Championship Sunday. 1st vs 2nd & 3rd vs 4th will play in 2 separate Championship Finals

32) NEW RULE
If score clocks can accommodate, all minor penalties will be 90 seconds in length otherwise minor penalties will be 2 minutes.

33) NEW RULE
If a team should default a game, winning team will receive a score of 3-0
TROPICANA RESORT & CASINO

SUMMERSKATES

Atlantic City, NJ
June 17-19

ATLANTIC CITY OFFSHORE GRAND PRIX & (Arizona @ Phillies)

Nashville, TN June 17-19

ALL TOURNAMENTS FOR THE 2017 SEASON WILL BE POSTED ON WEBSITE ONCE NHL SCHEDULE IS RELEASED BY END OF JUNE!

877-702-5701 weekendhockey.com