

# 2008 QUALIFYING SEASON

## TOURNAMENT PROGRAM

### 10 Age Divisions

\*\*\* Age as of December 31, 2005

(Girls are eligible to play 1 extra year ~ 3 max per team)

Mites	8 or under, 1999+
Squirts	10 or under, 1997+
Peewees	12 or under, 1995+
Bantams	14 or under, 1993+
Midgets	16 or under, 1991+
Juniors	18 or under, 1989+
Major / Jrs	21 or under, 1986+
Adults	Novice, Intermediate, Open and Women's open

TIER FORMATS: Tier II – AAA / AA (open rosters) and Tier I - A / B (restricted rosters) offering 4 champions per Division at Nationals.

10 month Regional and National program.

Six Pac USA third edition of playing rules, by-laws and participant rules and regulations.

Prime facility locations, represented by 6-Pac Sections of the United States.

3 – Game Guarantee / Two Tier format – some teams will play 4 to 5 games. On combined tiers/divisions splitting will occur after the first two seeding games into a playoff-championship format that will award two winners in each tier / division.

Awards to 1st & 2nd place teams, MVP and Best Goalie receives individual awards. Raffles, for Players, Teams and more.

Central registration, tournament booking and travel information. Regulated rosters and programming.

Onsite game day team registration available. Internet access – online stats, scheduling and travel information.

## DATES

Qualifying Season	January – June 2008
Roster lock	June 20, 2008
Nationals	June, Lakewood, CO

*consult schedule and travel guide for particular dates, times and locations)*

## SCHEDULING

Booking of tournaments must be done by submitting a \$150.00, non-refundable deposit to the Six Pac Registrar's office, NO EXCEPTIONS. All bookings are non-refundable, non-transferable at any time. No guarantees will be made on requested scheduling needs. All scheduling is done on a first come, first served basis and subject to availability.

The Six Pac office will return game schedule via / fax, e-mail or phone, prior to tournament date. Scheduling will also be available via the Internet at [www.6pacusa.com](http://www.6pacusa.com).



**P.O. Box 7088  
SAN DIEGO, CA 92167  
619 / 954-8257  
619 / 523-1729 fax**

[www.6pacusa.com](http://www.6pacusa.com)

EMAIL – [registrar@6pacusa.com](mailto:registrar@6pacusa.com)

## REGISTRATION

Complete team & player registration forms and submit to the Six Pac office with the appropriate paperwork and fees.

All teams / participants must be registered prior to participating in any event(s).

Six Pac USA is a USA Hockey Inline sanctioned event. This requires all participants (players, coaches and staff) to have a current registration card.

All registration material must be submitted in original form with wet signatures.

Player registration will not be processed if wet signature is omitted.

## COST

Qualifying Tournaments	\$ 525.00 Check
	\$ 550.00 Visa/MC
Nationals	\$ 745.00

USA Hockey Inline card required.

Registration (\$25) or weekend warrior passes (\$10) are available for purchase during the event.

*Please consult Six Pac USA rulebook for all associated costs, specific programs, fines and fees.*

# RULES IN THE BRIEF

## AWARDS

### 1st & Second Place Awards

**Best Goalie** award will be awarded to the team with the best tournament goal(s) goals against average.

**MVP** award will be awarded to the most valuable player of the tournament for each division. his award is selected by the officials of the tournament.

\*\* Awards must be taken on game day, otherwise they will be forfeited \*\*

## RULES

**Six Pac USA Rule book, playing rules, by-laws and participant rules and regulations govern.** This is not a complete listing and is only intended as a quick reference. Please consult the Six Pac USA Rule Book for clarity and completeness of all series rules and rules.

**PLAYERS & A GOALIE** - Are required to start the game / or 5 players. Any time during the course of a game a team is reduced to less than three players, any combination, the game shall be declared a forfeit. A maximum of 15 players per team with no more than three team staff members allowed on the bench at any time. NO SIBLINGS or non registered players / staff members are allowed on the bench at any time.

**15 MINUTE PERIODS** - Running clock with goalies starting at opposite sides of their bench, when the game is a one goal differential or tied in the last 2 minutes stop time will occur and icing will be called. Playoff / Championship games only, when tied will have a 5 minute running clock overtime then a shoot out, if needed to determine a winner.

**WARM UP & HALF TIME** - Will be no less than one minute and no more than three.

**IFORMS & EQUIPMENT** - All teams are required to have home/away jerseys with matching colors and individual identify numbers. At the discretion of the referee, the home team shall change its jerseys if the colors of the competing team are likely to create a conflict. **Required Equipment:** Hockey approved: helmet, mouthpiece, elbow pads, gloves, shin guards, protective cup, boys / girls / and pelvic, girls and hockey pants. All Divisions except for Adults are required to wear a full-face shield with a chin cup and strap. All equipment is to be in good condition. Hip and tailbone pads are recommended but not required. **IDS Proshot** is the preferred puck of Six Pac USA.

**MERCY** - 8 goal differential will be considered a mercy and stoppage of the game will occur. All teams must be ready to play one (1) hour prior to their scheduled time or forfeiture of game will occur. This mercy rule excludes the first two games of each day.

**PENALTIES** - 2 minute running clock penalties for minors, 4 minutes for double minors, 5 minute majors, 10 minutes for misconduct. 4 on 4 coincidental penalties are played. Suspension will occur for: game misconducts, 10 coaching penalties and 4 accrued penalties (per player, per game). Tournament Ejections can occur if the desecration of the official, match, gross misconduct's & 5 minute majors will result in league review for determination of suspension.

**SUSPENSION** - It is the team's responsibility to enforce and monitor suspensions. Suspended players must sign their teams next game scorecard to count as a served suspension. Suspended players are not allowed on the bench while serving a suspension. Suspensions are division sensitive and are to be served within the division they were earned. Three (3) suspensions within a season may result in a season suspension. All suspensions will carry forward from season to season until served or deemed served by the commissioner.

**STATS** - Team representatives are responsible to advise the tournament director of any Jersey # changes prior to game time. Stats will be recorded according to the roster and may not be corrected after the fact. Team representatives wishing to have a copy of the scorecard may request one during the tournament only - no stats will be mailed.

**TEAM ROSTERS** - Teams are to supply Six Pac USA with a completed roster prior to the start of the first game of each event. Teams are responsible to provide a photocopy of any players birth certificate at any time during the event when asked for by the tournament coordinator. Teams may register new players at

any time prior to roster lock. All players must be listed on the roster prior to your team's first game to be eligible to play that event. All Players must be signed in and have played one seeding game to be eligible for playoffs/champs. Teams may receive a **goalie AND 3 Player replacement waiver (s)** for any tournament, including Nationals, on written request to the registrar. **ROSTER LOCKS** - TIER I - June 20, 2008, TIER II - all rosters are open thru sign in at nationals.

**PLAYERS & RELEASES** - Coaches and Managers control the release of players ages 8 - 14. These players can only play for two teams (in the same age division) per season. Players can only play for one team (in the same age division) per tournament. Players can play in multiple age eligible divisions. Six Pac USA reserves the right to release players, managers and coaches, as they deem necessary.

**ATTENDANCE** - All players will be required to participate in at least one Six Pac USA tournament prior to the roster lock period in order to be eligible for nationals. All players will be required to "SIGN IN" on their team roster prior to playing in the tournament for their participation to be recorded.

**POINT SYSTEM / TIE BREAKERS** - Prior to and during seeded rounds final placement will be determined in the following format:

- Win, loss, tie points - 2 points for a win, 1 point for a tie and 0 points for a loss.
- Win, loss tie record
- Head to head
- Goals differential
- Goals against
- Goals for
- Goals against average
- Least Penalty minutes
- Coin toss

## QUALIFYING, RANKING AND PLACEMENT INTO NATIONALS

Three ways to qualify into Nationals

1. **TIER I - A/B** - Teams must play Two (2) tournaments and qualify by your team ranking. Rosters Lock June 20, 2008.
2. **TIER II - AAA/AA** - Teams that place 1<sup>st</sup> and 2<sup>nd</sup> in a Select or Qualifying Regional Tournament receive automatic qualification into Nationals. Six Pac USA may invite Elite teams into Tier II based upon divisional requirements.
3. **INVITATIONAL** - Six Pac USA may invite the balance of the teams from a Select Series / Regional Qualifier into Tier I or Tier II based upon team ranking and divisional requirements.

**RANKING** - Teams will be ranked based upon win/loss/tie percentage. Team ranking will be weighted based upon the team's divisional play throughout the season.

**PLACEMENT** - Placement into tiers will be as follows:

TIER II - AAA/AA teams are 500 and above with open rosters.

TIER I - A/B teams are below 500 with restricted rosters.

Seeding will be done on win/loss/tie percentage. Tournament wins then win/loss/tie total points will break seeding ties. Teams that are invited into Tier II will be seeded in the last seed of that division. **Tier I teams are subject to be moved up to Tier II if they; mercy a qualifying opposing team in Tier I and / or only participate in one Tier I tournament which results in a win. Teams ranking between 500 - 600 are subject to tier placement by Six Pac USA.**

**NATIONALS** - 4 Game guarantee, 3 game seeding round into single elimination playoffs / championship. Team slots for Nationals will be filled based upon qualified first come first served basis with a maximum of 48 teams per division - 24 teams per tier. National fees are due and payable once your team has qualified. Once all teams slots have been filled the division will be closed off and qualified teams will be placed on a cancellation list. **Note:** A minimum of 16 teams per division / 8 per tier is required to run Tier II (AAA / AA) otherwise all teams will be combined into Tier I for two championships (A / B).

Note: Six Pac USA reserves the right to revise the National format as necessary to accommodate divisional requirements.

**PLAY THE PAC**