



General Tournament Rules

Referees

- USA Hockey registered referees will be used.

Medical Personnel

- A Certified Athletic Trainer, Emergency Medical Technician (EMT), paramedic or medical or osteopathic physician shall be in attendance at all games. This group shall include a licensed health care professional (such as a Registered Nurse) or other person who has successfully completed and maintained certification for programs conducted by the Red Cross of the American Heart Association for all of the following:
 1. Advanced First Aid
 2. Cardiopulmonary Resuscitation (CPR)
 3. Basic Life Support
 4. Qualified First Responder

USA Hockey / Minnesota Hockey Rules

- All games will be played according to the USA Hockey rules as modified by MN Hockey for all the classifications involved and the exceptions as listed in the *Appendix*.

Equipment

- Canadian teams must wear protective gear as designated by CAHA.
- All players must wear HECC or CAHA approved helmets, facemasks and have mouth guards with appropriate chin straps in place.
- Goalies must wear approved goalie gear.

Release of Liability

- The tournament, its officials, arena facilities, and all personnel connected with the tournament shall not be held liable or responsible for any injuries, losses, or damages that may be suffered by a player, coach, manager, or spectator during the tournament. Participation in the tournament will constitute acceptance of these terms.

Injuries

- If an EMT is required to go on the ice to attend an injury, the clock will be stopped. In the event of an extended injury, tournament officials reserve the right to shorten the following periods to a minimum 10 minutes. Overtime, if necessary, will be played normally. Subsequent game starting times are subject to delay due to extended injuries.

Age and Gender

- Age brackets used will be Minnesota District age brackets. Please note that these may differ from USA Hockey and CAHA age brackets.
- All rules described herein will apply equally to boys and girls.

Round Robin Tie Breakers

1. If two or more teams have an equal number of points, their position in the standings shall be determined by:
 - The results of the games played between the **TIED** teams in the following order.
 - The points acquired in these games.
 - Subtracting goals scored against from goals scored in these games. Their position shall be in order of the greatest surplus.
 - Dividing the goals scored in these games by the goals against. The position being determined in order of the greatest quotient.
 - If after applying the above formulas and a tie still exists, the same formulas shall be applied to all games played by each team.
 - If after applying both formulas and a tie still exists, the team with the fewest penalty minutes in all games shall advance.
 - If after applying all the above rules and a tie still exists, a coin toss by the tournament director shall determine the winner.

Game Rules

Player Protests

- Any protest of an individual player must take place before the start of the game and presented to the tournament committee for a ruling. The tournament committee has the final word on all disputes.

Time Outs

- There will be one (1) minute time out allowed for each team per game, including overtime.

Penalties

- Penalties will be assessed according to USA Hockey rulebook.
- Any spearing, butt-ending, or deliberate action to injure will result in a Game Misconduct penalty plus a 5 minute major.
- Referees are instructed to eject from a game any player who drops his/her stick or gloves or otherwise engages in fighting, regardless of provocation. Flagrant fighting is determined at the sole discretion of the referee in charge and will result in disqualification of the offending player from the tournament. At the referee's discretion he may call for a single game ejection only, if he feels the player's action does not warrant a 2nd game.
- Any abusive language or conduct by players, coaches, or managers which in the opinion of the officials is unnecessary to the game, will result in a Minor penalty plus a Game Misconduct. This will include a carry over to the next game if it occurs at the end of the game.

Exit from Ice Rule

- At the resurfacing break or following the game and the handshake, the teams will return to the players' bench and allow the team to closest to the exit gate will exit the ice first. The remaining team will exit the ice when the referees have instructed them to do so.

Early Termination of Games

- The tournament officials reserve the right to terminate any game at any time after consulting with the referees. A verbal warning will be given to both benches before a game is terminated. In the event a game is terminated, the winner will be determined by:
 - If one team complies with the warning and the other does not, the team complying will be declared the winner.
 - If neither team complies with the warning, the score will determine the winner. If the score is tied, a coin flip will determine the winner. The home team will call the coin toss.

Excessive Lead Rule

- A five (5) goal lead any time during the third period will result in running time. A three (3) goal lead will need to be established before stop time will be resumed.
 - The clock will be stopped if the referee enters the scorekeepers circle and started on the drop of the puck in the case of an injury or penalty.

Tie Breakers (No Overtime in Round Robin)

- If at the end of regulation play the score is tied, the following steps will be taken to determine a winner:
 - There will be a 1 minute break, goalies will not change ends
 - Teams will play 4 on 4 with a goalie for a 5 minute running time, sudden death overtime period. If a team ended the regular game play with a penalty that had not yet expired, that team will continue to serve the balance of the penalty at the start of the overtime period. That team would skate only 3 skaters until the penalty expired.
 - If no score occurs, there will be an Olympic style shootout. **VISITING** team shoots first, with each team alternating shots. Teams will then alternate through 5 skaters; the team leading after all five skaters shoot is the winner. Goalies may not leave the crease until the skater has touched the puck at center ice.
 - If the score is still tied, the rotation is switched The **HOME** team will shoot first and the shootout becomes sudden death, with the team in the lead after one skater from each team shoots as the winner. No skater will be allowed to shoot twice until their team has used all of their skaters. The one on one shootout will continue until a winner is determined.
- NOTE: Subsequent tournament game starting times are subject to delay due to extended overtimes.

ALL DECISIONS MADE BY THE REFEREES AND TOURNAMENT OFFICIALS ARE FINAL.

Roster, Coach and Player Rules

Check In

- Team check in shall occur at least 30 minutes before their first game. All teams must be prepared to present their team credentials package including:
 - USA Hockey registration (Team Membership Application).
 - USA Hockey Official Player roster, bearing the signatures of all players, coaches, and managers; and displaying the stamp of the respective Minnesota Hockey District Director.
 - Approval letter from the Minnesota District Registrar for any player that is playing in a younger age group than is implicit based on the player's birth date.
- All team and players information required by Minnesota Hockey registration will be reviewed when the team is registered in the tournament. This team and player information must be in possession of the team during the entire tournament, in case of a challenge.

Personnel

- Only certified coaches are allowed on the bench.
- Coaches will be required to show their Coaching Education Program (CEP) cards.
- The Head Coach for each team will sign the official game scorebook before the start of the game.
- Each team must have this information readily available for inspection during tournament play.
- Twenty players may be rostered and suited up per team, for each game. Not more than 4 coaches will be allowed in the player's box at any time. All players on the bench, including players not dressed to play in the game, must wear a helmet, facemask, and a team jersey.

Uniform Colors

- The **HOME** team will wear white jerseys. The top or first team listed in your pairing is the home team.