



Tournament Rules

The following rules will be used for the Stillwater Area Hockey Association's Skate for the Roses 2011-12 Tournament:

1. All games will be played under USA/Minnesota Hockey Rules, exceptions as listed.
2. Only USA Hockey registered referees will be used.
3. A trainer/EMT will be present in the arena complex (s).
4. A three (3) minute warm up will precede each game, starting when the officials step on the ice.
5. All games will have three (3), 13 – minute, stop time periods except 14U which will have three (3), 15 – minute, stop time periods. Ice will be resurfaced after every game for 10U and 12U and after every 2 periods for 14U. Running time will begin in the 3rd period when/if a team gains a five (5) goal advantage.
6. Teams must be ready to go on the ice 15 minutes before listed start time of game.
7. Tournament officials will notify teams when it is time to take the ice.
8. Penalties:
Minor: 1:30 minutes (10U and 12U) Minor: 2:00 minutes (14U)
Major: 5 minutes
Misconduct: 10 minutes
9. Game DQ - 5 penalties in same game – Player is disqualified from the remainder of the game and must leave the game area.
10. A player or coach may be assessed a game disqualification penalty for inappropriate conduct detrimental to the game.

Note: Fighting will result in suspension from the remainder of the tournament.

11. Each team will be allowed a single, one-minute timeout, per game.
12. The team listed on the top of the bracket is the home team and will wear white or light colored jerseys; conflicts will be resolved at the discretion of the tournament officials.
13. In the event of a tie, the game winner will be decided as follows: (except for 7th place games)
 - a. 4 minute 4 on 4 Sudden Death overtime; 4 skaters and goalie per team. A penalty at the end of regulation time will have the player remain in the penalty box. The teams will play 5 on 4 until penalty expires at which time they will play 5 on 5. Play will resume to 4 on 4 after the first whistle.
 - b. If still tied, a shootout will follow with five (5) shooters alternating from each team, **home team first**. Any player serving a penalty at the end of the sudden death overtime **will not be allowed** to participate in the shoot-out.
 - c. If the tie remains, there will be a sudden death shootout. Each team will select one (1) shooter at a time, the shooters from each team be given the opportunity to shoot. As soon as one team scores and the other team does not score, the game is over. No player can be used a second time during the shootout process, until all players have been used once (except goalies). The sudden death shootout will continue until a winner is determined.

There will be no protests. Decisions of tournament officials are final.