

GENERAL RULES AND INFORMATION

- All games are played under USA Hockey rules unless otherwise noted.
- Only USA Hockey, MSHSL or Canadian certified officials will be used.
- A trainer/EMT will be present in every venue.
- The tournament will assume no liability for personal injury to participants or spectators during the event.
- An official roster must be furnished 30 minutes before the start of the first game.
- Contact/checking will be allowed at the 2000 AAA level and older (excluding female levels)
- Slapshots will be permitted at all levels.
- Tag-up off sides will be used at all levels.



PLAYER ELIGIBILITY

- A maximum of 20 players may be rostered for any team.
- A team's roster is frozen at the time the team starts their first game - no additions will be allowed.
- In no case will a player be allowed to play on more than one team during the same weekend. No exceptions.
- Players may participate on more than one team when the games fall on two separate weekends.
- Any and all eligibility protest must occur before the start of the game and must come from the head coach to be valid.
- Invalid protests will result in a 5 minute major bench minor for the offending team.
- Any player found playing on more than one team will be deemed ineligible for the remainder of the tournament.
- All teams that knowingly play an ineligible player will receive an automatic loss for the protested game.

TOURNAMENT FORMAT

- Competition format will consist of round-robin play followed by seeded bracket and/or final and place games.
- Teams listed first in pairings will be considered the home teams and will be asked to wear the light colored jerseys when possible.
- Teams that occupy the players box closest to the exit gate shall leave the ice first. The remaining team will exit the ice after the opposing team is completely off the ice.
- Once a team is confirmed for the tournament there will be no refunds under any circumstance.

SCORING AND POINTS FORMAT

- Teams will be able to earn up to 14 points per game. Six (6) points for a game win, three (3) points for a game tie, two (2) points for a period win, one (1) point for a period tie, one (1) point for a game shutout, and one (1) point for the least penalty minutes.

GAME TIMES

- All levels will play three (3) 17 minute, stop time periods. A six goal lead at any time in the game will result in running time until the lead falls to less than six goals. The ice will be resurfaced every two periods when possible.
- All games will be completed in the set amount of time allowed in the schedule. If time becomes an issue ice resurfacing may be skipped within reasonable terms.
- Each team will be permitted one (1) 45 second time out per game.
- Teams must be ready to play 15 minutes prior to the scheduled game time. Games may start earlier when time permits.

EQUIPMENT

- All players must adhere to their local hockey governing body's rules regarding equipment.

PENALTY ENFORCEMENT

Minor = 2 minutes

Major = 5 minutes

Misconduct = 10 minutes

Game Misconduct = Player will be removed from the remainder of the game and serve a minimum one (1) game suspension.

Fisticuffs = Automatic tournament disqualification.

- Any penalty deemed serious with an intent to injure will result in a 5 minute major and a tournament disqualification.
- Any player receiving 3 penalties will be ejected from the remainder of the current game. A player from the offending team will be required to serve the third penalty. Any major or checking-from-behind penalty will count as two penalties.
- All referee decisions are final. Protests will not be allowed.

OVERTIME AND TIE-BREAKING PROCEDURES

- In no case will any team be credited with more than seven (7) goals difference for statistical purposes.
- There will be no overtime in round robin pool play.
- Overtime will be considered an extension of the 3rd period and will consist of a sudden death, five (5) minute running time period. The period will be played 4-on-4 with goalies. If a tie still remains a 5 player shoot-out will determine the winning team. If a tie still remains a sudden death shoot-out will determine the winning team. Any player serving a penalty when the game clock expires will not be allowed to participate in the shoot-out.

*Tie breaking procedure for teams tied after round robin play:

1. Head to head competition.
2. Point differential (goals scored minus goals allowed).
3. Least goals allowed.
4. Most goals scored.
5. Least penalty minutes.
6. Coin toss.

*In a case where a tie involves more than two teams, head to head tie breaker will not be used. The tie breaking procedures, beginning with point differential, shall be used in succession until the position for the 1st team has been determined. The remaining tied teams will continue the tie breaking procedure with the next procedure listed. The tie breaking procedure will not revert to any previously used procedure.

GOOD LUCK AND HAVE FUN! PRACTICE GOOD SPORTSMANSHIP, ON THE ICE AND IN THE STANDS