



# Tournament Rules

Rev: 6 – 1/4/2016

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## SECTION 1:

### 1. General Information

- a. All games will be played under USA Hockey rules as modified by MN Hockey
- b. A current rule book will be available at the score keeper's table
- c. All referees will be registered with USA Hockey
- d. Scheduling of referees will be done in accordance to MN HOCKEY District 5 requirements
- e. Medical attendants will be provided for each game
- f. All participating players must wear USA HOCKEY approved helmets with facemasks and mouth guards. Canadian teams must wear protective equipment as designated by CAHA.
- g. Rosters will be checked against your official USA HOCKEY ROSTER. Twenty dressed players will be allowed on the bench for games.
- h. Only four coaches, listed on the official USA HOCKEY roster, will be allowed on the bench for games.
- i. The ice will be resurfaced before each game. (EXCEPTION: Bantams/14U games may have resurfacing done every two periods.)
- j. One timeout per team per game will be allowed.
- k. There will be at least 2 hours between scheduled team play on the same day, and at least 10 hours between games played on consecutive days.
- l. Each team must provide their own insurance. The Hutchinson Hockey Association or personnel connected with the tournament shall not be liable for any injuries sustained during the tournament.

## SECTION 2:

### 1. Game Format

- a. Warm Up
  - i. 5 minute warm-up prior to the start of the game
- b. Stop Time
  - i. 15 minute stop time for PeeWee, 12U, Bantams, 14U and Jr. Gold for all three periods
  - ii. 12 minute stop time for all other levels for all three periods
  - iii. Time will stop for injuries and / or penalties
- c. Running Time
  - i. Running time during the third period if a 6 goal lead or more is maintained. Applies to all levels of play levels
- d. Penalties
  - i. Penalties will be for 2:00 minutes and 5:00 minutes

## SECTION 3:

### 1. Tiebreakers

- a. Bracket Play - There will not be ties in bracket play
  - i. Games ending in a tie at the end of regulation play will then play a 5 minute 4 on 4 "sudden death" overtime period.
  - ii. If the game remains tied after the 5 minute "sudden death" overtime period, teams will use a shoot-out procedure.
  - iii. Each team will select three (3) players to shoot.
  - iv. A coin toss will determine which team will take the first shot
  - v. Teams will alternate their initial (3) selected players until a winning team is determined.
  - vi. If, after all three (3) players from both teams have completed this procedure, the tie still has not been broken; the shoot-out will go to a "sudden death" format.
    1. Each team having an equal number of chances, alternates shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.



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- b. Pool Play
  - i. **Upper Pool** - Upper pool games can end in a tie. There will be no “sudden death” overtime periods in upper pool play. The method for determining the final standings will be as follows:
    - 1. Two (2) points will be awarded for a win
    - 2. One (1) point will be awarded for a tie
    - 3. Zero (0) points will be awarded for a loss
  - ii. If there is two or more teams tied at the end of the upper pool games, the method for determining the places for lower pool play are as set forth in the current tournament guide book for MN HOCKEY.
  - iii. **Lower Pool** - Lower pool games that determine tournament placement and are tied at the end of regulation time will not change goals, have a 1 minute rest period, and will then play a 5 minute 4 on 4 “sudden death” overtime.
  - iv. If the game remains tied after the 5 minute “sudden death” overtime period, teams will use a shoot-out procedure.
  - v. Each team will select three (3) players to shoot.
  - vi. A coin toss will determine which team will take the first shot
  - vii. Teams will alternate their initial (3) selected players until a winning team is determined.
  - viii. If, after all three (3) players from both teams have completed this procedure, the tie still has not been broken; the shoot-out will go to a “sudden death” format.
    - 1. Each team having an equal number of chances, alternates shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.
- c. Round Robin Play
  - i. **Round Robin Play**- Round robin pool games can end in a tie. There will be no “sudden death” overtime periods in round robin tournaments. The method for determining the final standings will be as follows:
    - 1. Two (2) points will be awarded for a win
    - 2. One (1) point will be awarded for a tie
    - 3. Zero (0) points will be awarded for a loss
  - ii. If there is two or more teams tied at the end of the upper pool games, the method for determining the places are as set forth in the current tournament guide book for MN HOCKEY.

## SECTION 4:

### 1. General Rules

- a. Any person involved in a fight before, during, or after a game will be ejected and disqualified from the tournament
- b. Any player who drops their gloves or stick during a game or otherwise engages in a fight, will be ejected. Written notification will be sent to the District 5 Director and Referee in Chief.
- c. Abusive language or unacceptable conduct will not be tolerated from players, team officials, or fans. The tournament committee will ask anyone involved in this behavior to leave the arena property immediately.
- d. Game Misconduct Penalty [Suspensions]: Any game misconduct penalty assessed during a tournament game shall result in:
  - i. Ejection from current game.
  - ii. Suspension from the next tournament game.

If the game misconduct penalty is assessed during the last game of the tournament, the player is ejected from current game and the additional game suspension should be assessed based on that team’s district rules.