

Hockey Rules and Regulations for State Tournament

PLAYING RULES: All games are played under USA Hockey Rules.

- The National Anthem will be played only before the first games on each rink each day, and only starting lineups will be announced before each game.
- Only teams from Iowa based associations are allowed, they must be registered with USA Hockey.
- Rosters shall consist of up to 20 dressed players (18 Skaters & 2 Goalies). Rosters must match USA Hockey rosters.
- A maximum of four (4) adults may be in the player's bench during games. No un-rostered individuals will be allowed on the bench NO EXCEPTIONS. Coaches must present current certification of appropriate level.
- All teams are requested to be ready to warm-up 15 minutes before game time.
- A 5-minute warm-up will begin when the first team is on the ice. Any team not ready to play following the warm up will forfeit the game.
- Game duration:
 - Bantam and Pee Wee will play three 15-minute stop-time periods.
 - Squirts will play three 12-minute stop-time periods.
 - Running clock will be used if there is a 6 goal or more differential. Stop time is reinstituted if the differential becomes 5 goals or less.
- Penalties:
 - Squirts
 - Minor - 1:30 minute
 - Major - 3:00 minute
 - Misconduct - 10:00 minute
 - Pee Wee/Bantam
 - Minor - 2:00 minute
 - Major - 5:00 minute
 - Misconduct - 10:00 minute
 - Any player involved in fighting will be suspended for the remainder of the tournament.
 - Player penalties and game ejection:
 - Any player with 5 penalties in a game will not be allowed to play the rest of the game.
 - Any game misconduct will remove the player from play for the rest of the current game and the following game.
 - Any Head Coach whose team receives 15 or more penalties during one game shall be suspended for the next scheduled game of that team.
- Injured Players
 - When a player is injured or compelled to leave the ice during a game, they may retire from the game and be replaced by a substitute under the USA Hockey player substitution rules.
 - When a player is injured and is unable to continue play or go to his bench, play shall be stopped immediately unless the opposing team is in possession of the puck, in which case play shall not be stopped until a change of possession has occurred.

- In the case where it is obvious that a player has sustained a serious injury, the Referee and/or Linesman may stop the play immediately.
 - A player other than a goalkeeper, whose injury appears serious enough to warrant the stoppage of play, may not participate further in the game until the completion of the ensuing face-off.
- Timeouts – 1 time out (One Minute) will be allowed per team per game including overtime (no time outs allowed in shootout).
- All participating players shall wear legal HELMETS, FACEMASKS, and COLORED MOUTH GUARDS at all times during the game. Any player sitting on the bench during games shall be dressed in team jersey and wearing a helmet.
- All decisions of the referees are FINAL. No protests are allowed. No tournament official can overturn a referee's decision.
- MEDICAL PERSONAL:
 - A certified athletic trainer will be in attendance at the rink for all games.
 - Concussions will be treated as a major injury. Any player determined to have suffered a possible concussion by athletic training staff or game official will not be allowed to return to the ice until they have been cleared by a Medical Professional.
- USA Hockey Registered Referees.
 - State Tournaments:
 - Squirt Level will have a minimum of 2 Referees
 - Pee Wee / Bantam Level will have 1 Referee and 2 Linesman
 - Minor Officials for each game will consist of:
 - One person as scorekeeper/announcer
 - One Person to operate the scoreboard/clock
 - One Person to operate each penalty box
- TOURNAMENT CREDENTIALS:
 - All Team Credentials will be inspected by the Tournament Coordinator prior to each team's first game to ensure that all participated team players and coaches are officially rostered. Please present all Credential information at least 60 minutes prior to your first game and be prepared to have the following documents inspected, if not provided in advance. Teams will NOT be allowed on the ice if these documents are not verified.
- ICE RESURFACING:
 - The ice will be resurfaced after each game for Squirt and Peewee games.
 - The ice will be resurfaced every 2 periods for Bantam games.
- OVERTIME PROCEDURES:
 - In the event of a tie game the following procedure will be followed for tournaments:
 - There will be a one minute rest period at the conclusion of regulation play.
 - The teams will not change ends.
 - A (5) five minute stop-time sudden-win period (the game shall terminate upon a goal being scored) shall be played with a five on five format. Any overtime period will be considered part of the game and all unexpired penalties will be carried over into the overtime period.
 - If the above procedure does not break the tie, the teams shall go to a shootout. Each team will select (3) three players who will alternate taking

penalty shots with the visiting team going first. If after three players the tie is still not broken, (3) three new players will be chosen and sudden win shootout will continue (Sudden win = one player from each team goes, if one team scores and the other does not, the game is over). Any player in the penalty box at the end of the overtime will not be allowed to participate in the shootout. If no winner has been determined after the sixth shooter, we will open the shootout to ALL members of each team, but a new player must go every time until the entire roster has been used.

- The tournament director has discretion to go directly to the shootout if sufficient time is not available for the sudden win overtime.
- POOL PLAY:
 - 2 Points for a win
 - 1 Point for an Overtime/Shootout Loss
 - 0 Points for a loss
 - In the event of a tie in pool play the following will be used
 - Points
 - Head to Head
 - Goal Differential (Goals For / Goals Against)
 - Fewest Penalty Minutes
 - Coin Toss
- OFF-ICE WARM-UPS:
 - For safety purposes, no sticks or balls are allowed in common areas of the rink for warm-up.
- Referees are instructed to eject from the tournament ANY player who drops his/her stick, gloves or otherwise engages in fighting or deliberate action to injure regardless of provocation.
- Any abusive language or conduct directed to any game officials or tournament directors by the players, coaches, managers, parents or other spectators will result in a two minute team minor penalty and the offender may be asked to leave the arena for the game or for the tournament. If occurring after the game, the person involved may be asked to leave the arena for the duration of the tournament.
- NO personnel connected with the tournament shall be held liable for any injuries sustained to players, coaches and spectators during the tournament.
- **Zero Tolerance, Player Code of Conduct, Coaches Code of Conduct and Spectators Code of Conduct will be strictly enforced.**
- Have fun and good luck to everyone.