

## Rules and Regulations for Tournaments

1. All games will be played under USA Hockey Rules as modified by Minnesota Hockey, and the tournament committee. Only USA registered referees will be officiating.
2. A maximum of twenty players may be on the roster and dressed by each team for each game. All players are required to wear HECC approved helmets and face masks. MOUTH GUARDS are to be worn by all USA Hockey players and must be colored. Players must be ready 15 minutes before the game as we may start early.
3. A maximum of 4 coaches will be allowed on players' bench. These adults must be officially rostered & certified.
4. A certified medical technician will be in attendance at the facility.
5. Game times:  
  
All Bantams, All 15's, All Pee Wee's and All 12's - 3-14 minute stop times periods.  
  
All Squirts and All 10's - 3-12 minute stop time periods.  
  
All Squirts and All 10's = 1 minute penalties  
  
All Pee Wee's and All 12's = 1:30 minute penalties  
  
All Bantams and All 15's = 2:00 penalties  
  
**In the event that a game is running behind schedule, it will be at the tournament coordinators discretion to have the third period of a game be running time.**
6. During any game in the third period if a team is ahead by (5) five or more goals, running time will be used until the margin is fewer than (5) five goals when stop time will be resumed.
7. Each team will be allowed (1), one minute time out per game including overtime, but not the shootout.
8. Pool play games and Sunday games which are not advancing a team or are a non-medal game may end in a tie.
9. In the event of a tie game during any regular bracket games or 3<sup>rd</sup> place game, the following procedure will be followed:
  - A. There will be a one minute rest period
  - B. The teams shall go to a shoot out. Each team will select 3 players who will alternate taking shots with the visiting team going first. If after three players the tie is still not broken, the shoot out will go to sudden death with new players selected and teams alternating until a goal has been scored.
10. In the event of a tie in the CHAMPIONSHIP game, the following procedure will be followed:
  - A. There will be a one minute rest period.
  - B. The teams will not change ends.
  - C. A 5 minute running time OT period will be played with a five on five format. Any overtime period will be considered part of the game and all penalties from regulation will carry over into overtime.
  - D. The game will terminate upon a goal being scored.
  - E. If this does not break the tie, the teams shall go to a shoot-out. Each team will select 3 players who will alternate taking shots with the visiting team going first. If after three players the tie is still not broken, the shoot-out will go to sudden death with new players selected and teams alternating until a goal has been scored.
11. Any player who receives **3** penalties in a game will be ejected from that game, but will be able to play in the next game. This is done in order to help prevent the player from reaching the USA hockey 4 penalty automatic Game Misconduct rule.
12. This tournament follows a Zero Tolerance policy. Referees are instructed to eject from the game any player who drops his/her stick, gloves or otherwise engages in fighting or deliberate action to injure regardless of provocation. Extraordinary fouls in the judgment of the official will be brought to the attention of the Tournament Director or assistant and may result in disqualification from the tournament. Any abusive language or conduct directed to the game officials, other players, or fans by the players, coaches, managers, parents or other spectators will result in a two minute team minor penalty. If occurring after the game, the person involved may be asked to leave the arena for the duration of the tournament.

### **ALL DECISIONS OF THE REFEREES' ARE FINAL. NO TOURNAMENT OFFICIAL CAN OVERTURN A REFEREE'S DECISION.**

13. All personnel connected with the tournament shall not be liable for any injuries sustained to players, coaches and spectators during the tournament.

### **Round Robin Point System**

The team with the most points based on a total point record in each pool will advance to the Championship Game. Points are awarded in each game and accumulated over the three games played by each team during pool play. Points are awarded on the following basis.

- 2 points per win \*\*\*\*in some tournaments where there is a cross over game, 3 points may be awarded for a win\*\*\*\*\*
- 1 point per tie
- 0 points per loss

If two or more teams in a pool are tied for most points, the winner will be determined by applying the following criteria in numerical order until a winner is declared.

1. Head to head records of the tying teams.
2. Most wins in pool play.
3. Goal differential
4. Fewest goals against
5. Most shutouts
6. Fewest penalty minutes
7. Coin Flip

## **Wild Card Point System-CURRENTLY NO TOURNAMENTS HAVE A WILD CARD FORMAT**

The team with the most points based on Win/Loss/Tie record in each pool will advance to the Championship Round along with a "Wild Card" team selected on the basis of a cumulative points system. The winners of each pool will then be seeded using the criteria below to determine their game placement. Points are awarded in each game and the points are accumulated over the three games played by each team during pool play. Points are awarded on the following basis.

- 2 points per Win\*\*\*\*in some tournaments where there is a cross over game, 3 points may be awarded for a win\*\*\*\*\*
- 1 point per Tie
- 0 points per Loss

If two or more teams in a pool are tied for the best Win/Loss/Tie record, the winner will be determined by applying the following criteria in numerical order until a winner is determined or a team is eliminated.

### Pool Play Tie Breaking Criteria For Advancing To The Championship Round

1. Head to head records of the tying teams.
2. Most wins in pool play.
3. Goal differential
4. Fewest goals against
5. Most shutouts.
6. Fewest penalty minutes
7. Coin Flip

The "Wild Card" team is selected among the teams who did not win their pool. The team with the best Win/Loss/Tie record among 2nd place teams will advance to the Championship Round. In the event of a tie, the following criteria will be used to determine the "Wild Card" winner.

### Seeding criteria and Wild Card Tie Breaking Criteria For Advancing to The Championship Round

1. Most wins.
2. Goal differential
3. Goals against.
4. Most shutouts
5. Fewest penalty minutes
6. Coin toss.
7. Coin Flip

All other teams will be placed into the consolation round games on the basis of their pool play points. Any ties will be settled using the Wild Card Tie Breaking Criteria.