

The 2025 Gobbler Tournament Rules

All teams participating must be registered with USA Hockey. USA Hockey registered referees will be used.

Certified medical attendants will be available at all games. In the event of an injury to a player, no coach and/or parent is allowed on the ice unless specifically summoned by the referee.

A manager or coach from each team must check in 60 minutes prior to the team's first scheduled game.

The first team listed is designated as the home team and will wear light colored jerseys. All jersey conflicts will be resolved at the discretion of the tournament officials.

Teams should be ready to take the ice 15 minutes before their scheduled game time.

All games will be played according to USA Hockey rules as modified by MN Hockey. USA Hockey age brackets apply to out-of-state teams.

Any abusive language or conduct directed to the game officials by the players, coaches, managers, parents or spectators will not be tolerated. Corrective action will be taken (this may include removal from the arena grounds). All participants (players, coaches and fans) are expected to show good sportsmanship

Game format:

- 4-minute warm-up
- Three 12-minute stop time periods
- **Minor Penalties-Bantam 2:00, Peewee 1:30**
- Running time ANYTIME a team has and maintains a 5-goal lead. The clock will revert back to stop time at any time the 5-goal advantage is not maintained.

NO TIMEOUTS IN POOL PLAY GAMES.

All pool play games will be played to a win, loss or tie. **There will be NO OVERTIME in pool play.** A team will be awarded 2 points for a win, 1 point for a tie, 0 points for a loss.

After pool play, teams will be seeded for Sunday games based on points. The top seed from each pool will move on to semi-final games.

The following criteria will be used to break any ties for seeding purposes:

1. Head to Head Play
2. Fewest Goals Allowed
3. Goal Differential (Goals Scored – Goals Allowed to a maximum of 5 per game)
4. Goals scored
5. Fewest Penalty Minutes
6. Coin Toss

Post Pool Play Non-Semifinal and Non-Championship Games Format

- Each team will be allowed one timeout per game.
- If teams are tied after regulation, there will be an immediate 3-person shootout to determine the winner. Home team has the option of shooting first or second. Penalized players are ineligible for the shootout.
- If tied after the first 3 shooters from each team, 1 additional player from each team will shoot until there is a goal differential to determine the winner. No player may shoot twice unless all players on the bench have already gone.

Semifinal Games

- Each team will be allowed one timeout per game.
- If teams are tied after regulation, the game will enter a four-on-four, four-minute running overtime period.
- If teams are still tied after the first overtime period, the game will enter a three-on-three, three-minute running time overtime period.
- If teams are still tied after two overtime periods, the game will enter a three-player shootout. If tied after three shooters, the shootout becomes Sudden Death. All eligible players must shoot once before a second attempt. Penalized players are not eligible to shoot.

Peewee B Championship and Bantam B Championship Games

- Each team will be allowed one timeout per game.
- If teams are tied after regulation, the game will enter a four-on-four, four-minute running overtime period.
- If teams are still tied after the first overtime period, the game will enter a three-on-three, three-minute running time overtime period.
- If teams are still tied after two overtime periods, the game will enter a three-player shootout. If tied after three shooters, the shootout becomes Sudden Death. All eligible players must shoot once before a second attempt. Penalized players are not eligible to shoot.