



Blackhawk Hockey Association Bantam Tournament Rules

GAMES: All games will consist of 3, 15 minute periods.

RULES: USA Hockey/WAHA Playing Rules

- A 6 Goal lead at ANY time will result in running time until the lead falls to less than 6 goals. During running time conditions, the clock is still stopped when a goal is scored, to assess a penalty, for injuries, or at the direction of the on-ice officials. Running time resumes once the puck is dropped on the ensuing faceoff.
- Each Team will have one, 1 minute timeout per regular game

HOME TEAM AND VISITING TEAM: The home team will wear light colored jerseys. The visiting team will wear dark colored jerseys.

ICE RESURFACING: We will resurface every 2 periods throughout each day. For example, if we have 3 games on the ice and we will resurface after the second period, the 2nd game will then start on dirty ice after the first period and after the game. Game 3 will start on fresh ice.

PRE-GAME WARM-UP: Teams should be ready 30 MINUTES before the start of each game on the schedule, we will start **EARLY**. Warm ups are 5 minutes prior to the start of the game. At the end of warm ups might not be extended if teams enter the ice late.

REST TIME: There will be 1 minutes between periods.

REFEREES: Will determine goals. There will be no goal judges.

PENALTIES: Called according to USA Hockey/WAHA rules.

- **Penalty Times:**
 - 1.5 Minutes for Minor
 - 4 Minutes for Major
 - 8 Minutes for Misconduct

- Any Player who receives 4 penalties in 1 game will be assessed a game misconduct and will not be eligible to participate in the next tournament game. The head coach of any team that receives 12 or more penalties in a single game will be assessed a game misconduct and be ineligible to participate in the next tournament game. Any player, who purposely drops their gloves or stick during a game to engage in a fight, will be ejected and disqualified from the rest of the tournament.

SPORTSMANSHIP: ZERO TOLERANCE POLICY FOR UNSPORTSMAN-LIKE CONDUCT. Coaches and parents MUST show good sportsmanship at ALL times. No noisemakers (bells, horns, whistles) will be asked to leave.

TOURNAMENT INFORMATION REGISTRATION: Upon arrival at the United Civic Center, teams may check-in at the registration table set up in the lobby of the building. All games will be scheduled.

LOCKER ROOM ASSIGNMENTS: Will be posted within the lobby upon your arrival on the day of the tournament.

CONCESSION STAND: Food and Drinks will be available for purchase.

POOL UPDATES: Will be posted within the lobby area and online. We will try to promptly update scores upon completion of each game.

AWARDS: A trophy will be given to the 1st and 2nd place teams in the A Pool and the 1st, 2nd place teams in the B Pool.

RAFFLE: There will be a variety of raffles at the raffle table within the lobby area.

PENALTY BOX and LOCKER ROOM MONITOR: We ask that each team provide a volunteer to monitor their team's penalty box and Locker Room for their scheduled games.

Round Robin Rules: No overtime will take place in Round Robin.

2 points will be awarded for a win

1 point for a tie

1 Point for a shutout

0 points for a loss

Max points per Game is 3.

Round Robin Tie Breakers to determine placing upon conclusion of the tournament:

1. Head-to-Head
2. Goal differential
3. Fewest goals allowed
4. Fewest penalty minutes
5. Coin Toss

1st place, 2nd place and 3rd place games (B division): On Sunday, games will be played to determine who is 1st, 2nd and 3rd in the tournament. The 1st place from each pool will play for 1st and 2nd, the 2nd place from each pool will play for 3rd and 4th and the 3rd place from each pool will play for 5th and 6th. All games must result in a winner.

OVERTIME PLAY Will consist of 1, 5-minute period of 3 on 3. If there is a penalty committed in the 3rd period of regular play the remainder of that penalty will be served during overtime play. No less than 2 players on the ice. If no goal is scored in overtime, a shoot-out will take place between 5 different players from each team with the away team starting first. If there is still no winner, a SUDDEN DEATH SHOOT-OUT will occur, starting with the home team, until there is a winner