

# FIRE ON ICE TOURNAMENT RULES

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## SQUIRT LEVEL

## BUD KING ICE ARENA

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- HOME TEAMS SHOULD WEAR LIGHT COLORED JERSEYS.
  - ICE RESURFACING WILL TAKE PLACE PRIOR TO THE START OF EACH GAME.
  - 5 MINUTES WARM-UP BEFORE THE START OF EACH GAME.
  - 1-MINUTE REST TIME BETWEEN PERIODS.
  - 12 MINUTE STOP-TIME PERIODS. RUN-TIME IS IMPLEMENTED IN THE 3RD PERIOD IF THERE IS A 6- GOAL DIFFERENCE (CLOCK WILL STOP ONLY ON INJURIES AND THE PUCK LEAVING THE PLAYING SURFACE).
  - EACH TEAM IS ALLOWED ONE 1-MINUTE TIME-OUT PER GAME.
  - THE MINOR PENALTY TIME SHALL BE 1:30 MINUTES, REGARDLESS OF PERIOD LENGTH.
  - ALL MAJOR PENALTIES WILL INCLUDE A GAME MISCONDUCT PENALTY.
  - REFEREES' DECISIONS ARE FINAL - NO PROTEST WILL BE ALLOWED.
  - PLEASE BE RESPECTFUL AT ALL TIMES TOWARD OFFICIALS, VOLUNTEERS, PLAYERS, AND OTHER TEAM'S FANS. WAYHA RESERVES THE RIGHT TO REMOVE FROM THE RINK ANY INDIVIDUAL NOT FOLLOWING THESE RULES.
  - EACH TEAM WILL BE RESPONSIBLE FOR PROVIDING THEIR OWN PENALTY BOX ATTENDANT.
  - THERE WILL BE NO TIES (USING IIHF FORMAT). IF TIED AFTER REGULATION THERE WILL BE A "4-ON-4" 5 MINUTE STOP-TIME SUDDEN DEATH OVERTIME PERIOD. IF THE SCORE REMAINS TIED AFTER OT, A 3-PLAYER SHOOT-OUT WILL DETERMINE THE WINNER. IF STILL TIED AFTER THREE-SHOOTERS, THE TEAMS WILL SHOOT ONE AND ONE UNTIL THE TIE IS BROKEN. ALL PLAYERS ON A TEAM MUST SHOOT BEFORE ANY PLAYER IS ALLOWED TO SHOOT A SECOND TIME. ANY PLAYER IN THE PENALTY BOX AT THE END OF OT CANNOT PARTICIPATE IN THE SHOOT-OUT (NO TIME-OUTS ALLOWED DURING OT/SO). THE "HOME" TEAM WILL START THE SHOOT-OUT.
  - A CERTIFIED ATHLETIC TRAINER (ATC) EMPLOYED BY WINONA HEALTH SERVICES, AND LICENSED AS AN ATHLETIC TRAINER BY THE STATE OF MINNESOTA WILL BE AVAILABLE AT EACH GAME DURING THE TOURNAMENT. ADDITIONALLY, WAYHA HAS PURCHASED MULTIPLE EXTRA EXTENSIVE FIRST AID KITS TO BE USED AS NEEDED.
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