



3rd ANNUAL ANDOVER GIRLS' FALL CLASSIC TOURNAMENT RULES

General Tournament Rules

[subject to change]

- USA Hockey registered referees will be used.
- All games will be played according to the USA Hockey rules as modified by Minnesota Hockey for all the classifications involved.
- All minor officials must be at least 18 years old to be in the timekeeper, scorekeeper, or penalty box area.
- For all games, the first team listed on the schedule [or on top of the bracket] will be considered the home team and will wear light-colored/white jerseys, the away team will wear dark jerseys.
- All teams must be ready to take the ice 15 minutes prior to their scheduled start time.
- All pool-play games will be played to a win, loss or tie.
- An official USA Hockey roster must be submitted to the tournament staff prior to the tournament.
- All players must wear HECC or CAHA approved helmets, facemasks, and have mouth guards with appropriate chin straps in place, and neck guards.
- Goalies must wear approved goalie gear.

MEDICAL PERSONNEL

- A certified Athletic Trainer, Emergency Medical Technician (EMT), paramedic or medical or osteopathic physician shall attend all games. This group shall include a licensed health care professional or other person who has successfully completed and maintained certification for programs conducted by The Red Cross or the American Heart Association for all the following:
 - Advanced First Aid
 - Cardiopulmonary Resuscitation (CPR)
 - Basic Life Support
 - Qualified First Responder
- A certified Medical Attendant will be on staff during the tournament from Blue Line Medical Services.

AGE & GENDER

- Age brackets used will be Minnesota District age brackets. Please note that these may differ from USA Hockey and CAHA age brackets.

INJURIES

- Concussions – Minnesota Statute 121A.37 requires the following:
 - MH must make concussion information accessible to all coaches, officials, players and parents/guardians, including the effects and risks of continuing to play after receiving a concussion. This includes the nature and risks of concussions associated with athletic activity, concussion symptoms, the need for urgent diagnosis and treatment when a player is suspected or observed to have received a concussion, and the need for concussed players to follow proper medical direction before returning to play. All coaches and officials must receive initial training regarding concussions and participate in refresher training at least once every three calendar years thereafter.
- Coaches, officials, and/or medical attendants shall and are authorized to remove a player from participating if the player exhibits concussion signs, symptoms, or behaviors, or is suspected of sustaining a concussion. A player removed from participation for this reason may not participate until they no longer exhibit concussion signs, symptoms, or behaviors and a "health care provider" evaluates the player and gives the player written permission to again participate. "Health care provider" means a health care

professional who is registered, licensed, certified, or otherwise statutorily authorized by the state to provide medical treatment, trained, and experienced in evaluating and managing pediatric concussion

- If an EMT is required to go on the ice to attend an injury, the clock will be stopped. In case of an extended injury, tournament officials reserve the right to shorten the remaining periods to at least 10 minutes. Overtime, if necessary, will be played normally. Subsequent game starting times are subject to delay due to extended injuries.

RELEASE OF LIABILITY

The tournament, its officials, arena facilities, and all personnel connected with the tournament shall not be held liable or responsible for any injuries, losses, or damages that may be suffered by a player, coach, manager, or spectator during the tournament. Participation in the tournament will constitute. Acceptance of these terms.

TOURNAMENT CONDUCT

Andover Girls' Fall Classic Tournament officials expect all players, coaches, and spectators to demonstrate good sportsmanship. Cheer on your teams but be respectful of the officials and the other teams and their fans.

The Andover Girls' Fall Classic Tournament has a **ZERO TOLERANCE** policy regarding unsportsmanlike behavior to referees, opposing team's players, coaches, fans as well as volunteers. Spectator behavior complaints should be made to tournament officials.

ROSTER, COACH & PLAYER RULES

CHECK-IN

- Team check-in shall occur at least 45 minutes before their first game. All teams must be prepared to present their team credentials package including:
 - USA Hockey Registration (Team Membership Application).
- USA Hockey Official Player roster, bearing the signatures of all players, coaches, and managers; and displaying the stamp of the respective Minnesota Hockey District Director.
- Approval letter from the Minnesota District Registrar for any player that is playing in a younger age group than is implicit based on the player's birth date.
- All team and player information required by Minnesota Hockey registration will be reviewed when the team is registered in the tournament.
- This team and player information must be in possession of the team during the entire tournament, in case of a challenge.

PERSONNEL

- Only certified coaches are allowed on the bench. Maximum of 4
- Coaches will be required to show their Coaching Education Program (CEP) cards
- The Head Coach for each team will sign the official game scorebook before the start of the game.
- Each team must have this information readily available for inspection during tournament play
- Twenty players may be rostered and suited up per team, for each game.
- No more than 4 coaches will be allowed in the player's box at any time.
- All players on the bench, including players not dressed to play in the game, must wear a helmet, facemask, and a team jersey.

LOCKER ROOM MONITORING & CONDUCT

The Andover Girls' Fall Classic will be conducted in compliance with the SafeSport policies as defined by Minnesota Hockey. SafeSport policies relate to the areas of abuse, harassment, hazing, locker room safety, social media, and travel. Each participating team must designate at least one individual with the proper SafeSport qualifications to act as a locker room monitor for their team. If the coaches are not inside the locker rooms, then a coach or a volunteer locker room monitors (each of which has been screened) will be posted **directly INSIDE** of the locker rooms and changing areas during periods of use, and leave the doors open only when adequate privacy is still possible.

Only participants (coaches and players), approved team personnel and family members are permitted in the locker room (when appropriate). Team personnel will also secure the locker room appropriately during times when the team is on the ice. Adult supervisors for the locker room monitoring must follow the screening process in the MN Hockey Handbook, Sexual Abuse, Physical Abuse and Criminal Background Screening Policy. Volunteers MUST be registered as a volunteer with USA Hockey and complete SafeSport training.

No team/player(s) shall be allowed to enter a locker room prior to a scheduled event until a proper locker room monitor is present and such monitor shall remain present until the last player leaves the locker room. When coaches are present in the locker room, they may serve as locker room monitors.

It is important for all players, coaches, parents, and spectators to behave appropriately in the locker rooms and arena areas. AHYHA and our teams will honor USA Hockey policies and make efforts to ensure a safe environment.

POOL PLAY GAME RULES

PLAYER PROTESTS

- Any protest of an individual player must take place before the start of the game and be presented to the tournament committee for ruling. The tournament committee has the final word on all disputes.

PENALTIES

- Penalties will be assessed according to the USA Hockey Rulebook.
- Minor penalties for both 10U and 12U will be timed at 1:30 minutes

EXIT FROM ICE RULE

- At the resurfacing break or following the game and the handshake, the teams will return to the players' bench and allow the team closest to the exit gate to exit the ice first. The remaining team will exit the ice when the referees have instructed them to do so.

EARLY TERMINATION OF GAMES

- The Andover Girls' Fall Classic Tournament officials reserve the right to terminate any game at any time after consulting with the referees. A verbal warning will be given to both benches before a game is terminated. In the event a game is terminated, the winner will be determined by:
 - o If one team complies with the warning and the other does not, the team complying will be declared the winner.
 - o If neither team complies with the warning, the score will determine the winner. If the score is tied, a coin flip will determine the winner. The home team will call the coin toss.

EXCESSIVE LEAD RULE

- A five (5) goal lead any time during the third period will result in running time. A three (3) goal lead will need to be established before stop time will be resumed.
 - o The clock will be stopped if the referee enters the scorekeeper's circle and starts on the drop of the puck in case of an injury or penalty.

POOL PLAY TOURNAMENT FORMAT

- The Andover Girls' Fall Classic Tournament will include 10A, 10B, 12A and 12B levels and be conducted using pool play format.
 - o 6 teams/level for 10U (12 total)
 - o 8 teams/level for 12U (16 total)
- Pool play games will be played to a win, loss, or tie. The first three games will be played as pool play.
 - o There will be no overtime for the pool play games.
- Pool play points will be awarded as follows:
 - o Win: 2 points
 - o Tie: 1 point
 - o Loss: 0 points
- **10U Game Format:**
 - o 60 minutes of ice time, that will include:

- o 3-minute warm-ups
- o 3 – 13-minute stop time periods
- o No timeouts in 60-minute games
- o Minor penalties will be timed at 1:30 minutes. No resurfacing will occur during the game.
- **12U Game Format:**
 - o 90 minutes of ice, that will include:
 - o 5-minute warm-ups
 - o 3 – 15-minute stop time periods
 - o Minor penalties will be timed at 1:30 minutes

POOL PLAY TIEBREAKER PROCEDURES:

If two or more teams have an equal number of points after pool play points are awarded, their final position in standings shall be determined by:

- The results of the game(s) played between the **TIED** teams in the following order:
 1. The points acquired in the game(s) between the tied teams (e.g. if only one game was played between the two teams, the winner of the game will win the tie). If still tied, move to #2.
 2. Subtracting goals against goals scored in these games. The team with the most goals for will win the tie. If still tied, move to #3.
 3. Dividing the goals scored in these games by the goals against. The position being determined in order of the greatest quotient.
- If after applying the above formulas a tie still exists, the same formulas shall be applied to all games played by each of the **TIED** teams
- If after applying both formulas to a tie still exists, the **TIED** team with the fewest penalty minutes in all games shall advance.
- If a tie still exists after working through all the above, a coin toss by the tournament director shall determine the winner between the **TIED** teams.

CHAMPIONSHIP GAME RULES

Championship games will occur on either Saturday, November 16 or Sunday, November 17, 2024.

- The final games for each team will be played for the championship, 3rd, 5th, and 7th place (for 12U only).
- Championship games will follow the same format as pool play.
- Individual awards will be given to the first, second, and third place teams at each level.

TIE BREAKER

If at the end of regulation play in a championship, 3rd, 5th, or 7th place game, the score is tied, the following steps will be taken to determine a winner:

- There will be a 1-minute break, goalies will not change ends.
- Teams will play 4 on 4 with a goalie for a 5-minute running time, sudden victory overtime period. If a team ended the regular game play with a penalty that had not yet expired, that team will continue to serve the balance of the penalty at the start of the overtime period. That team would skate only 3 skaters until the penalty expired.
- If no score occurs, there will be a shootout.
 - o **VISITING** team shoots first, with each team alternating shots.
 - o Teams will then alternate through their 3 skaters; the team leading after all three skaters have shot is the winner.
 - o Goalies may not leave the crease until the skater has touched the puck at center ice.
- If the score is still tied, the rotation is switched.
 - o The **HOME** team will shoot first and the shootout becomes sudden victory, with the team in the lead after one skater from each team shoots as the winner.
- No skater will be allowed to shoot twice until their team has used all their skaters.
- The one-on-one shootout will continue until a winner is determined.