

2025-26 Super Rink Spectacular Christmas Tournament Rules

All games are played under U.S.A. Hockey rules as modified by Minnesota Hockey District 2 and the Tournament Committee as follows:

General Rules and Information

- All games are officiated by U.S.A. Hockey registered referees.
- EMT/ medical personnel will be present at the arena for each game.
- An official score sheet will be recorded for each game using Game Sheets.
- There is a zero-tolerance policy of poor-sportsmanship by any player, coach and/or fan. All offenders will be escorted from the premises and banned for the remainder of the tournament.
- The Arena, tournament officials or any personnel involved with this tournament will not be held liable for any injuries that may be sustained to any player, spectator, coach, or anyone else associated with this tournament.

Team Registration/Player Eligibility

- All teams must be registered with U.S.A Hockey or another International Ice Hockey Federation.
- All players, including goalkeepers, are required to wear a colored (non-clear) internal mouthpiece that covers all remaining teeth of one jaw, customarily the upper.
- Canadian teams must wear protective equipment as designated by CAHA.
- Team check-in is **15 Minutes** prior to their first scheduled game. The following must be provided at check-in:
 - Official U.S.A. Hockey or Official CAHA Team Roster must be present in Game Sheets.
 - Canadian teams must provide a Travel Permit.
 - Team rosters are limited to 20 players and 4 coaches on the bench.
 - **ONLY THE MANAGER OR THEIR REPRESENTATIVE WILL BE ALLOWED IN THE TOURNAMENT ROOM FOR CHECK IN. PLEASE COME PREPARED.**

Tournament Format

- 3-game pool play, followed by 1-game seeded finals to determine 1st through 4th place.

Round Robin Scoring and Points Format

- Teams may earn up to seven (7) points per game: Six (6) points for a game win, three (3) points for a game tie, and one (1) point for a game shutout. In the case of a 0-0 tie, one (1) point will be awarded to each team.
- **If a team forfeits a game during pool-play, they are required to forfeit all field play games to maintain equality in the standings. All teams affected by a forfeiting team will be awarded the full seven (7) points for the resulting victory. If a team is disqualified, forfeiture rules will apply.**

Game Times

- Squirt A, Pee wee AA, and Pee wee A games consist of three (3) periods of 12-minute stop time. **Penalties will be 1:30 in duration.**
- Bantam AA and Bantam A games consist of three (3) periods of 15-minute stop time. The ice is resurfaced every two periods. **Penalties will be 2:00 in duration.**
- A five (5) goal lead in the third period will result in running time. Stop time will resume when the goal differential is less than five (5) goals.
- Each team is allowed one 1-minute timeout per game.
- Teams must be ready to play **10 minutes** before scheduled game time.

Penalty Enforcement

- Ejection = Player is removed from current game only.
- Fighting = Automatic tournament disqualification and will be reported to the offender's respective district.
- Any player receiving three (3) penalties in one game will be immediately ejected from the remainder of the game.
- All referee decisions are final. **Protests will not be allowed.**

Overtime (1st through 3rd Place Championship Games Only)

If the game goes into overtime, players are given a one (1) minute rest period prior to the start of the 1st overtime.

- The 1st overtime consists of 5 on 5 with goalies and 5-minute running time. If the game is still tied at the conclusion of the 1st overtime, players are given a one (1) minute rest period prior to the start of the 2nd overtime.
- The 2nd overtime consists of 4 on 4 with goalies and 5-minute running time. If the game is still tied at the conclusion of the 2nd overtime, players are given a one (1) minute rest prior to the shootout.
- No overtime in round robin pool play games.

Shootout Rules (1st through 3rd Place Championship Games Only)

- Each team selects a goalie and three players.
- Each team alternates shots with the visiting team shooting first.
- The team with the most goals at the end of the shootout is the winner.
- If the score remains tied after each team has taken three shots, each team selects a new player and teams continue to alternate shots, selecting a new player per shot, until one team scores an unanswered goal.
- A player may not shoot twice in a shootout until all players have attempted a shot.

Once the shootout begins, the goalie cannot be replaced unless he/she is injured. No warmup shall be permitted for the replacement goalie.

Round Robin Tie-Breaking Procedures

- Head-to-head competition (based on goals, not points earned)
- Goal differential (goals scored minus goals allowed. Maximum of five (5) goals per game differential)
- Least goals allowed
- Most goals scored
- Most shut outs
- Coin toss

*In a case where a tie involves more than two teams, the head-to-head tiebreaker will not be used. The tie breaking procedures will begin with point differential and continue in succession until the position for the 1st team has been determined. The remaining tied teams will continue the tie breaking procedure with the next procedure listed.