



Fergus Falls Hockey Association

TOURNAMENT RULES

Fergus Falls Community Ice Arena
340 Friberg Avenue
Fergus Falls, MN 56537

General:

- All games will be played according to USA Hockey Rules as modified by Minnesota Hockey.
- A Certified Athletic Trainer will be present for all games and all decisions are final.
- Twenty (20) players may be rostered and dressed by each team for each game. No more than 4 coaches with appropriate USA/ Hockey/Hockey Canada certification will be allowed in the player's box while games are in progress.
- Home Team: The top or first listed team on the pairing board will be considered the home team and will wear light colored jerseys.
- Disruptive use of noise makers such as cow bells or air horns or devices such as laser pointers are considered abusive conduct and are not allowed.
- There will be **zero tolerance** on use of alcohol, tobacco or vaping in the building by players, coaches, or fans.
- Teams should be ready to take the ice 15 minutes prior to the scheduled start of the game.
- A 5-minute warm up will be allowed before the start of each game. FFHA will provide warm-up pucks. No pucks will be allowed after warm-up unless a team needs to warm-up a replacement goalie after an injury to the playing goalie.
- Locker room assignments will be posted on the wall monitors and at the host table. The Fergus Falls Hockey Association complies with the locker room policy put forth by USA Hockey under its Safe Sport program. Keys to the locker room will be given to the representative for each team upon request. There is no overnight bag storage available, and teams need to vacate locker rooms after each game to allow for the next team.
- Tournament Director in charge has final authority to make any changes in format or other decisions deemed necessary.

Credentials:

- MN Hockey Age Rule: Teams must compete in the division and level in which they are registered with USA Hockey. MN Hockey age rules apply to this tournament. Out of state players may face teams with members up to six months older than they are.
- Teams **MUST** have approval from District President if they are playing outside of their level of play (Example: Sqt B2 team may ask to play at Sqt C level for a tournament)
- Teams will need a USA Hockey Official Team Registration/Roster Form 1-T approved by the District or Association Registrar. Form 1-T will be proof of proper registration and individual player age.
- Travel Permits are required for any team from an affiliate requiring Travel Permits and are required for all Canadian Teams.

Playing Rules:

- All Games will consist of (3) 15:01-minute stop time periods.
- Resurfacing will be every (2) periods of play during games for PeeWee, 12U and Bantams. Squirrt and 10U tournaments will resurface between games.
- A goal differential of 6 or more in the 3rd period will generate a running a clock. If the differential becomes 4, stop time will resume. The clock will be stopped for an injury, penalty or if the referee enters the scorekeeper's circle. Clock will start again on the drop of the puck.
- Penalties
 - Minor – 2 minutes
 - Major – 5 minutes
 - Misconduct – 10 minutes
 - Fighting is an automatic game misconduct. The player is out for the remainder of the game and the next game.
- USA Hockey Registered Officials will be used for all games. All decisions of the referees are final. **NO PROTESTS ARE ALLOWED.**
- Should any player obtain a total of 4 penalties during the play of any game, the player will be ejected from that game and the team's next game.

Round Robin or Pool Play Games: (No overtime)

There is **NO OVERTIME** in round robin or pool play format. Format is based on points and ties will be allowed.

- Pool play points are as follows
 - 2 points for a win
 - 1 point for a tie
 - 1 point for a shutout win (if score is 0-0, neither team will receive a shutout point)
 - 0 point for a game loss
- Tie Breakers for Pool Play
 - Head to Head
 - In case of a 3-way tie, any team that has defeated the other 2 shall earn higher rank
 - Least amount of goals allowed
 - Lowest total penalty minutes (game misconduct is recorded as a 10 minute penalty)
 - Coin toss

Tie Games: (bracketed format and non-round robin)

If a tie occurs at the end of regulation time, a two (2) minute on ice rest will be followed by a five (5) minute 5 on 5 sudden-death overtime period. If this **DOES NOT** break the tie, the teams shall use a shoot-out procedure to determine a winner. The shoot-out shall consist of five (5) players from each team. Any player with penalty time remaining at the end of overtime will not be eligible to participate in the shoot out. Best out of five wins. If still tied after 5 eligible players have shot from each team, the shoot-out will go to a sudden death format, with each team selecting a different player per each 1 shot round and continuing to alternate shots until one team is declared a winner. Every player on the bench must shoot before any player can have a second turn during the shoot-out matches.