

# **Red Wing Amateur Hockey Association Tournament Rule and Regulations**

**November 2021 by RWAHA**

**Revision 14**

The Tournament Director or his/her designee will be in attendance throughout the entire tournament. In the event of a problem or dispute, the decision of the Tournament Director or his/her designee shall be final.

A team representative or manager of each team must supply the following to the RWAHA Tournament Director 30 minutes prior to their first game of the tournament. Credentials will be verified.

1. Official Team Roster, approved by the district registrar.
2. Only Coaches that are listed on the Official Team Registration/Roster or Supplemental Form, approved by the District Registrar are allowed to be on the bench during any MN/USA Hockey sanctioned competition. Replacement coaches must be currently registered and rostered on a MN/USA Hockey team and can use their current team roster for purposes of credential verification.

The cost of the tournament includes the gate fee.

A Medical Attendant (EMT, ATC, RN, or other credentialed medical personnel) will be present at each game. In the event of an injury, no team official will be allowed on the ice unless the Medical Attendant or Referee makes a specific request for a team official.

All games will be officiated by USA Hockey Registered Officials and will be played under USA Hockey Rules as modified by Minnesota Hockey.

All players on the US teams will wear USA Hockey approved helmets and facemasks whenever on the ice, in the penalty box or in the players' box. All players must wear a colored mouth guard.

Home teams, as indicated on the Tournament schedule, will wear light colored jerseys.

## **Games:**

- Each team must be ready to go on the ice at least TEN (10) minutes before their game time. Teams will be allowed on the ice after resurfacing is completed, gates are closed and officials are in place.
- Resurfacing will be done after every game: Squirt/10u, PeeWee/12u, Bantam
- There will be a FOUR (4) minute warm up at the start of each game. Warm up pucks are provided.
- Squirt/10u, PeeWee/12u level games will consist of THREE (3) TWELVE (12) minute stop time periods, with ONE (1) minute penalties for a minor, FIVE (5) minutes for a major and TEN(10) minute for a game misconduct.
- Bantam games will consist of THREE (3) FIFTEEN (15) minute stop time periods, with ONE minute, THIRTY second (1:30) minute minor penalty, FIVE (5) minute major and TEN (10) minute game misconduct.
- For all games, the clock will be stopped for all whistled play stoppages and will restart when puck is dropped by the game officials for play to resume. Running time will be used if goal differential is FIVE (5) or greater in the THIRD (3<sup>rd</sup>) period and will continue until the goal differential is less than FIVE (5).

## **Overtime procedure: Bracketed Games**

If there is a tie at the end of regulation play, there will be a ONE (1) minute rest followed by a FIVE (5) minute stop time overtime period of FOUR (4) on FOUR (4) players. Teams will defend the same goal as in the THIRD (3<sup>rd</sup>) period.

\*Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force. This rule is from the USA Hockey Official Rules.

If neither team scores in the overtime period, a SHOOT-OUT will determine the winner of the game. The shoot-out format is:

1. USA Hockey Penalty shot rules will govern the procedures for the shoot-out.
2. The goalies will defend the same net as they were in the end of the OT period.
3. The first player from the visiting team will shoot followed by the first player of the home team.
4. The winner of the game shall be the team that scores the most goals out of FIVE (5) shooters. In the event of a tie, an additional THREE (3) shooters from each team will participate in the same shoot-out format. In the event of a continued tie, ONE (1) additional shooter from each team will alternate shots -- the winner of the game being the team that scores a goal while preventing the opposing team from scoring in that round.
5. ALL players must participate in the shoot-out before a teammate can attempt a second shot.
6. Any player serving a penalty when the OT period ends, will be ineligible to participate in the shoot-out.
7. During the shoot-out, all players and coaches will need to remain on the players' bench.

## **Round Robin/Pool Play point system**

There is NO overtime in Round Robin/Pool Play games.

Pool Play: The teams with the most points based on WIN/LOSS/TIE record will advance to the Championship Game. Round Robin: the team with the most points based on the WIN/LOSS/TIE record, will be the tournament Champions.

Points are awarded in each game and accumulated. Points are awarded on the following basis:

- 2 points per WIN
- 1 point per TIE
- 0 points per LOSS

If Two (2) or more teams in a round robin/pool play are tied for W/L/T record, the winner will be determined by applying the following criteria in numerical order until a winner is declared:

1. Head to head
2. Total Goal Differential
3. Fewest Goals Against
4. Coin Toss

**Bracket/Round Robin/Pool Play:** Team trophies will be awarded following Sundays games for FIRST (1<sup>st</sup>) and SECOND (2<sup>nd</sup>) place teams.

OTHER:

- Air Horns, whistles, bells and other noise makers are NOT allowed in the arena.
- Good sportsmanship is EXPECTED of ALL athletes, spectators and coaches.
- Harassment of any tournament official by any spectator, coach or player WILL NOT be tolerated.
- Only the head coach is permitted to approach tournament officials, referees or designees with complaints or protests.
- Tournament director or his/her designee has the authority to issue a team forfeit of any game when spectators or others break the zero tolerance rules.
- Coaches are ultimately responsible for their teams behavior – including athletes and parents and other spectators related to the team.