

GENERAL RULES AND INFORMATION

- All games are played under USA/Minnesota Hockey rules unless otherwise noted.
- Only USA Hockey, MSHSL or Canadian certified officials will be used.
- A medic/EMT will be present in every venue.
- The tournament will assume no liability for personal injury to participants or spectators during the event.
- An official roster must be furnished 30 minutes before the start of the first game.
- Contact/checking will be allowed at the Boy's 2006 level and older
- Slapshots will be permitted at all levels. Tag-up off sides will be used at all levels.
- During a shorthanded situation, the shorthanded team will be allowed to ice the puck (original rule will be used).



PLAYER ELIGIBILITY

- A maximum of 20 players may be rostered for any team.
- A team's roster is frozen at the time the team starts their first game - no additions will be allowed.
- All players must play at their age level or older - players may not play at a younger age level.
- Teams that knowingly and/or intentionally play an ineligible aged player will receive an automatic 5-0 forfeit loss for all games.
- Any eligibility protest must occur before the start of the game and must come from the head coach to be valid.
- Invalid protests will result in a 5 minute bench major for the challenging team.
- A player may participate on more than one team when the teams are in separate age levels (example: May play on a 2005 and 2006 team).

TOURNAMENT FORMAT

- Competition format will consist of round-robin play followed by seeded bracket and/or place games.
- Teams listed first in pairings will be considered the home team and will be asked to wear the light colored jerseys when possible.
- Once a team is confirmed for the tournament there will be no refunds under any circumstance.

PRE-GAME SHOOTOUT

- The five shootout players must check in at the score clock box 45 seconds before warm-ups end.
- Shootout begins immediately after warm-ups.
- Home team shoots first.
- Each team has 15 seconds to shoot once the past shooter is done (please make the shootout process go quickly by being organized).
- Each team will have all five of its shooters shoot even if they lost the shootout early on.
- All skaters must shoot in a pre-game shootout before a past shooter may shoot again.
- No pregame shootouts once teams have been seeded.
- USA Hockey rules for shootouts will govern the shootout.

SCORING AND POINTS FORMAT

- Each game is worth a maximum of 10 points.
- Six points for winning the game during regulation time, three (3) points each for a tie.
- Two (2) points for winning the pre-game shootout. If there is a tie in the shootout then each team receives one (1) point.
- One (1) point for six (6) penalties or less (this bonus point can be awarded to both teams if they qualify). Minor penalties are considered one penalty. A major penalty is considered two penalties in this bonus point system. Misconduct penalty is considered two penalties.
- One (1) point for shutout (this may be awarded to both teams if there is no score after regulation time in round-robin play).
- Point system and shootout are only for pool play of the tournament. Once teams are seeded there are no longer shootouts or unique point system. Seeded games are regulation games with overtime eligibility.

GAME TIMES

- All levels will play three (3) 15 minute, stop time periods. A six goal lead at any time in the game will result in running time until the lead falls to less than six goals.
- Four minute warm-up before each game.
- All games will be completed in the set amount of time allowed in the schedule. If time becomes an issue running time may be instituted and/or ice resurfacing may be skipped with reasonable terms.
- Resurfacing will be done after each game at 10U, 12U, and 14U levels. Every two periods for 16U and 19U levels.
- Each team will be permitted one (1) 45 second time out per game.
- Teams must be ready to play 30 minutes prior to the scheduled game time. Games may start earlier when time permits and when both teams are ready.

EQUIPMENT

- All players must adhere to their local hockey governing body's rules regarding equipment.

PENALTY ENFORCEMENT

Minor = 2 minutes || Major = 5 minutes || Misconduct = 10 minutes

Ejection = Player is removed from the current game only.

Game Misconduct = Player will be removed from the remainder of the game and serve an additional one (1) game suspension.

Fighting = Automatic tournament disqualification.

- Checking from behind will carry a minimum 5 minute major penalty plus a 10 minute misconduct.
- Boarding penalties will carry a minimum 5 minute major penalty.
- Any penalty deemed serious with an intent to injure will result in a 5 minute major and a tournament disqualification.
- Any player receiving 3 penalties will be ejected from the remainder of the current game. A player from the offending team will be required to serve the third penalty. Any major penalty will count as two penalties.
- All referee decisions are final. Protests will not be allowed.

OVERTIME AND TIE-BREAKING PROCEDURES

- In no case will any team be credited with more than seven (7) goal difference for statistical purposes.
- There will be no overtime in round robin pool play.
- Overtime in seeded and/or place games will be considered an extension of the 3rd period and will consist of a five (5) minute, sudden death running time period. The period will be played 4-on-4 with goalies. If a tie still remains, a 5 player shoot-out will determine the winning team. If a tie still remains, a sudden death shoot-out will determine the winning team. Any player serving a penalty when the game clock expires will not be allowed to participate in the shoot-out.
- *Tie breaking procedure for teams tied after round robin play:
 1. Head to head competition.
 2. Point differential (goals scored minus goals allowed).
 3. Least goals allowed.
 4. Most goals scored.
 5. Least penalty minutes.
 6. Coin toss.

*In a case where a tie involves more than two teams, head to head tie breaker will not be used. The tie breaking procedures, beginning with point differential, shall be used 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. The tie breaking procedure will not revert to any previously used procedure.

GOOD LUCK & HAVE FUN! PRACTICE GOOD SPORTSMANSHIP, ON THE ICE AND IN THE STANDS.