

The Inver Grove Heights Hockey Association would like to welcome your team to the Spartacats Spectacular. All games will be played at the Veterans Memorial Community Center 8055 Barbara Avenue, Inver Grove Heights, MN 55077.

General Rules and Conduct:

Good sportsmanship is expected of all spectators, coaches, and players. Harassment of officials by any spectator, coach, or player will not be tolerated. All referee calls are final and cannot be protested or overturned.

All games will be played under USA Hockey rules as modified by Minnesota Hockey and the Inver Grove Heights Hockey Association.

A maximum of twenty (20) players may be on a roster and dress for each team, for each game. **In accordance with the USA Hockey rules, no more than four (4) rostered adults (coaches and/or managers) will be allowed in the players' box during games.**

TEAMS WILL NOT BE ALLOWED TO PLAY WITHOUT SUBMITTING CURRENT ROSTER, if you didn't send an official USA Hockey Roster, please bring one with you.

All games will be officiated by USA Hockey Referees. All decisions by the referees are final. Judgment calls by the referees cannot be challenged. No tournament official will overturn a decision by the referees.

Any player who reaches four (4) penalties in one tournament game will be disqualified from the remainder of the game and must leave the bench area and return to the team locker room. The penalty time will be served by another playing member of the team.

All players must wear an approved helmet with full protection including a chinstrap, face shield straps, ear covers, and a colored (non-clear) mouth guard. Helmets must be worn when on the bench. **All players under 18 must wear an approved neck laceration protection as outlined by USA Hockey.**

A certified EMT will be present and available on site during all game times.

In the event of an injury, no one will be allowed on the ice unless the EMT or referee makes a specific request.

Game Length and Resurfacing:

Each team must be ready to go on the ice at least 15 minutes before their scheduled game time. Teams will be allowed on the ice after resurfacing is complete, the rink attendant has closed the gate and officials are on the ice. **IGHHA reserves the right to start games up to 10 minutes early.**

IGHHA will provide game and warm up pucks

Each team will be allowed one, 1-minute time-out during a game and a 4-minute warm up.

During any game in the third period, if a team is ahead by five or more goals, running time will be used until the margin is fewer than five goals, then stop time will be resumed.

Period & Penalty Length:

Level	Penalty Length	Period Length
Bantam	1 minute 30 seconds	14 minutes – stop time
PeeWee & 12U	1 minute 30 seconds	14 minutes – stop time
Squirt & 10U	1 minute	12 minutes – stop time

*Game officials have the right to adjust the 3rd period for remaining designated playing time

Pool Play:

Games played in the round robin pool play will be played to a win, loss, or tie. There will be no overtime played in round robin pool play.

Pool Play Points:

- 3 points for a win with a shutout
- 2 points will be awarded for a win
- 1 point for a tie
- 0 points for a loss

Pool Play winners will be determined by total points. If two or more teams have an equal number of points, their position in standings will be determined by:

- Head-to-Head
- Goals Against
- Goal Differential
- Fewest Penalty Minutes
- Coin Flip

**Official rankings are posted after all pool play games are complete

PLACEMENT GAMES ONLY**Overtime:**

1. There will be a one-minute rest period
2. The teams shall not change sides
3. A five (5) minute sudden death (first goal wins) 5 on 5 overtime period with stop time shall be played.
4. Any overtime will be considered part of the game, and the unexpired penalties will carry over to the overtime period
5. If the above procedure does not break the tie, then proceed to **shoot-out procedure**

Shoot-Out Procedure:

1. Three (3) players will be selected by the coach of their own team
2. Each goalie will remain in the net as they were at the conclusion of the overtime period
3. The visiting team will take the first shot, each team will alternate player shots following
4. Each player will take turns making a shot. They will start at the red line, only one shot will be allowed, no rebounds. Players can start once the referee gives the signal
5. If the game remains tied, a sudden death shootout format will take place until a winner is declared
6. All rostered players must take at least one shot before any player can take a second shot