



WHA Tournament Rules

1-26-22

Section 1

1) General Information

- a) USA Hockey rules governing game play will be observed.
- b) All referees will be registered with USA Hockey.
- c) Scheduling of referees will be done in accordance to MN HOCKEY District 5 requirements.
- d) Medical attendants will be provided for each game.
- e) All participating players must wear USA HOCKEY approved helmets with facemasks & mouth guards.
- f) Rosters will be checked against your official USA HOCKEY ROSTER. Twenty dressed players will be allowed on the bench for games.
- g) Only 4 coaches, listed on the official USA HOCKEY ROSTER will be allowed on the bench for games.
- h) The ice will be resurfaced every 2 periods for Bantam/14U games, allowing for time. PeeWee/12U and Squirt/10U will resurface after every game.
- i) There will be at least 2 hours between scheduled team play on the same day, and at least 10 hours between games played on consecutive days.
- j) Each team must provide their own insurance. The Willmar Hockey Association or personnel connected with the tournament shall not be liable for any injuries sustained during the tournament.

Section 2

2) Game Format

- a) Warm up
 - i) 5 minute warm-up prior to the start of the game.
- b) Stop Time
 - i) 15 minute stop time for PeeWee, 12U, Bantams and 14U for all three periods
 - ii) 12 minute stop time for Squirt & 10U for all three periods
 - iii) Time will stop for injuries and / or penalties
- c) Running Time
 - i) Running time after a 6 goal lead or more is maintained. If the score difference drops below 4, then stop time will commence.
- d) Penalties
 - i) Penalties will be consistent with USA Hockey.

Section 3

1) Tiebreakers

- a) **Bracket Play (Playoffs)** – There will not be ties in bracket play & no over-time.
 - i) If the game is tied after regular play, teams will use a shoot-out procedure.
 - ii) Each team will select 5 players to shoot.
 - iii) A coin toss will determine which team will take the first shot.
 - iv) Teams will alternate players until all 10 initial players have taken a penalty shot.
 - v) If, after all 5 players from both teams have completed this procedure, the tie still has not been broken, the shoot-out will go to a “sudden death” format.
 - (1) Each team will have an equal number of chances, alternating shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.
- b) **Pool Play (Preliminary)** – Round robin upper pool games can end in a tie. There will be no “sudden death” overtime in round robin pool play. The method for determining the final standings will be as follows:



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- (1) Two (2) points will be awarded for a win.
- (2) One (1) point will be awarded for a tie.
- (3) Zero (0) points will be awarded for a loss.
- ii) If there are two or more teams tied at the end of the pool play, the method for determining the places are as such.
 - (1) Head-to-Head
 - (2) Goals against
 - (3) Goals for
- iii) **Medal Play (Championship) Tiebreakers** – Games that determine tournament placement and are tied at the end of regulation time will not change goals and continue to a 5 player shoot-out. At the Bantam level, a 7minute running time “sudden death” overtime will precede the shoot-out.
 - (1) Each team will select 5 players to shoot.
 - (2) A coin toss will determine which team will take the first shot.
 - (3) Teams will alternate players until all 10 initial players have taken a penalty shot or until a lead has been gained that is larger than the remaining initial 10 players.
 - (4) If, after all 5 players from both teams have completed this procedure and the tie still has not been broken, the shoot-out will go to a “sudden death” format.
 - (5) Each team will have an equal number of chances, alternating shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.

Section 4

1) General Rules

- a) Any person involved in a fight before, during or after a game will be ejected and disqualified from the tournament.
- b) Any player who drops their gloves or stick during a game or otherwise engages in a fight, will be ejected. Written notification will be sent to the District 5 Director and Referee in Chief.
- c) Abusive language or unacceptable conduct will not be tolerated from players, team officials or fans. The tournament committee will ask anyone involved in this behavior to leave the arena property immediately.
- d) A game ejection will be automatically assessed when a player receives their **FOURTH** penalty during a singlegame. Enforcing this penalty will be the joint responsibility of the referees, the scorekeeper, the coach and the player.

Section 5

1) Miscellaneous Rules

- a) Willmar Hockey Association Refund Policy
 - i) Teams that withdraw from a WHA tournament will be refunded their entry fee, less a \$100 Administration fee, provided the team that withdraws notifies the Tournament Director more than 45 days in advance of the start of the tournament. No refunds will be given for cancellations with less than 45 days prior to the start of the tournament unless a Full Fee Paying Replacement Team is found to play in the tournament. If a Replacement Team is found, a Tournament Fee Refund will be made, less a \$100 Administrative Fee.
- b) All decisions of the referees will be final. No protests allowed.
- c) Home team will wear white/light and visitors will wear dark.
- d) Teams must register with tournament official one (1) hour prior to first scheduled tournament game.
- e) Music played in the locker rooms before, during, or after games is allowed as long as it is respectful, no foul language, and can not be heard outside of the locker room when the door is closed.