



### **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.
- 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 shoot-out 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.

### **General Rules and Information**

- All games are played under USA Hockey rules unless otherwise noted.
- Only USA Hockey, MSHSL or Canadian certified officials will be used.
- A trainer/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 game score sheet must be furnished 20 minutes before the start of each game.
- Contact/checking will be allowed at the 2004 AAA level and older (excluding female levels)
- Slapshots will be permitted at all levels.
- Tag-up off sides will be used at all levels.
- Tournament reserves the right to disqualify a player or coach based on bad behavior or rules violation.

### **Player Eligibility**

- A maximum of 20 players may be rostered and dressed for any team.
- A team's roster is frozen at the time the team starts their first game – no additions will be allowed.
- In no case will a player be allowed to play on more than one team during the same weekend. No exceptions.
- Players may participate on more than one team when the games fall on two separate weekends.
- Any and all eligibility protests 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 major bench major for the challenging team.
- Any player found playing on more than one team will be deemed ineligible for the remainder of the tournament.
- All teams that knowingly play an ineligible player will receive an automatic loss for the protested game.

### **Tournament Format**

- Competition format will consist of round-robin play followed by seeded bracket and/or final and place games.
- Teams listed first in pairings will be considered the home teams and will be asked to wear the light colored jerseys when possible.
- Teams that occupy the players' box closest to the exit gate shall leave the ice first. The remaining team will exit the ice only after the opposing team is completely off the ice.
- Once a team is confirmed for the tournament there will be no refunds under any circumstance.
- If a team forfeits a pool play game, they must forfeit all their pool play games. They will be scored as a 1-0 loss for all pool play games, but they still play all the games. Once seeded, the team resumes their regular scoring results.

### **Scoring and Points Format**

- Each game is worth a maximum of 10 points
- Six points for winning the game during regulation time, 3 points each for a tie.
- Two points for winning the pre-game shootout. If there is a tie in the shootout then each team receives one point
- One point for six 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. A misconduct is considered two penalties.
- One point for a shutout (this may be awarded to both teams if there is no score after regulation time in round robin play)
- Point system and shoot out are only for pool play of the tournament. Once teams are seeded there are no longer shoot outs or unique point system. Seeded games are regulation games with over time eligibility.
- Result boards will be at both rinks and also on [www.unitedaaahockey.com](http://www.unitedaaahockey.com)

## 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 will be skipped within reasonable terms.
- Resurfacing will be done after each game.
- Each team will be permitted one (1) 45 second time out per game.
- Teams must be ready to play 20 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 (also includes Boarding and Checking from Behind)

Misconduct = 10 minutes

Fighting = Automatic game misconduct. The player will be removed from the remainder of the game and serve a minimum one (1) game suspension.

Checking from Behind = 5 minute major/10 minute misconduct (team short 5 minutes, player serves 15)

Boarding = 5 minute major

- Any penalty deemed serious with intent to injure will result in a 5 minute major and a tournament disqualification.
- Any player receiving 3 penalties will be removed from the remainder of the game. A player from the offending player's team will be required to serve the third penalty. Any major or checking-from-behind 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) goals difference for statistical purposes.
- There will be no overtime in round robin pool play.
- Overtime 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 with the first team to score winning. 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 during game only).
  3. Least goals allowed during game only
  4. Most goals scored during game only
  5. Least penalty minutes.
  6. Shootout Point differential (goals scored minus goals allowed).
  7. Most goals in *shootouts* (total for all games)
  8. Least goals allowed in *shootouts* (total how many goals opponents scored on your team during shootout)
  9. 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.

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**Have fun! Practice good sportsmanship, on the ice and in the stands.**