



Tournament Rules

October Classic: U12/U14 Games

October 27-29, 2023

All USA Hockey Rules and Regulations apply except as noted otherwise herein.

All players, coaches, managers must be registered with USA Hockey for the current playing season and provide a USA Hockey official roster signed by their affiliate registrar. All IT rosters will be checked and verified before teams are allowed to take the ice. Only USA Hockey registered officials may officiate tournament games, unless approved otherwise. Only USA Hockey playing rules and age divisions may be used in tournament play unless approved otherwise. Travel Permits are required for any team from an Affiliate requiring travel permits and are required for all Canadian Teams. Tournament fees are due at the time of application. Once a team has received confirmation of acceptance, refunds will not be issued. There is no admission fee for spectators. Teams are required to leave the locker room/benches in excellent condition and free of trash after games are completed. Please be out of the locker room no later than 15 minutes after your game is completed. Only players, coaches and team officials are allowed in the locker room or on the benches or bench area. All teams must follow all posted Idaho Ice World and Idaho Central rules.

Jersey color: Home – Light, Away – Dark

The tournament will have two divisions: U12AA and U14AA

U12AA: Game play will be Round Robin. Each team is guaranteed 5 games. Championship game for the top 2 seeded teams.

U14AA: Game play will be pool play consisting of two pools (Pool A and Pool B) of 4 teams each. Pools will play 3 games within their pool, followed by 1 semi-final round that will follow A1 v. B4, B1 v. A4, A2 v. B3, A3 v. B2. Winners of those games will go on to a finals round, while losers will play a consolation game. 6th Championship game will be determined by winners of finals games.

All Divisions

1. WARM-UPS and BREAKS: Teams will be permitted a 3-minute warm-up period prior to each game and a thirty second break between periods. Please bring your own pucks for warm ups.
2. TIME OUTS: There will be NO time outs with the exception of ONE timeout during the Championship game. 3. ICE CUTS: Will not occur during games and will only occur between each game.
4. TIME LIMIT: All games, except for the semi-final and championship games, will consist of three 14-minute stop time periods and will have a one hour and 15-minute time limit curfew. The semi-finals and Championship game will consist of three 15-minute stop time periods and will have a one hour and 30-minute time limit curfew. If during the game it is determined by the referee or scorekeepers that there will not be enough ice time to continue with stop time, running time shall commence for the remainder of the game. This will be strictly enforced!
5. All games will consist of three stop time periods. If a 5 goal or greater differential exists at any time, running time will commence. Stop time will resume if the goal differential becomes 4 or less. Penalty times will not be adjusted for running time. 6. The standings shall be determined on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. 7. TIE BREAKING RULES FOR ROUND ROBIN and POOL PLAY:
 - a. Head-to-Head. Head-to-head does not apply if 3 or more teams are tied.
 - b. Most Wins.
 - c. Least goals allowed.
 - d. Fewest penalty minutes.
 - e. Quickest first goal.
 - f. Coin toss.

Note: Forfeits may have an adverse impact on the tie breaking procedures. As a result, if a team forfeits any game, then all of its games will be deemed forfeited for purposes of determining tie breaking procedures and such games will be recorded as 1-0 victories for the non-of ending team.

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8. **QUARTER FINALS/SEMI-FINALS IN POOL PLAY:** Quarter final and semi-final games cannot end in a tie. In the event of a tie at the end of 3 periods, there will be a 30 second break followed by a three-man shootout to determine the winner. The shootout will consist of 3 players from each team. Any player serving a penalty when the game clock expires will not be allowed to participate in the shootout. In the event the game is still tied after the first three shooters, each team will provide one shooter who has not yet participated in the shootout. No player may shoot a second time until every eligible player on the team with the fewest players has taken a turn. This will continue one-for-one until there is a winner.
9. **CHAMPIONSHIP:** The Championship game cannot end in a tie. In the event of a tie at the end of 3 periods, there will be a 30 second break and followed by a 4 on 4, five-minute sudden death overtime period. The five minutes will be stopped time unless determined by the referee or scorekeepers that there will not be enough ice time to continue with stop time, then running time shall commence for the remainder of the game. If the score remains tied after the overtime period, a three-man shootout will determine the winner. The shootout will consist of 3 players from each team. Any player serving a penalty when the game clock expires will not be allowed to participate in the shootout. In the event the game is still tied after the first three shooters, each team will provide one shooter who has not yet participated in the shootout. No player may shoot a second time until every eligible player on the team with the fewest players has taken a turn. This will continue one-for-one until there is a winner.
10. Section Four (4). Penalties, of the USA Hockey Official Playing Rules shall govern the assessment of penalties. Each team shall provide a penalty box attendant for games at Idaho Central. That attendant must cross the ice to take position in the penalty box before warm-ups. At Ice World, given where the penalty boxes are situated, attendants are optional and coaches will be allowed to open and close the door. USA hockey rules apply for penalty box attendants as OFF-ICE officials.
11. Penalty times will be as follows:
 - a. MINOR penalty: 2 minutes
 - b. MAJOR penalty: 5 minutes
12. Any player who receives 4 penalties in the same game shall be assessed a game misconduct penalty. Any head coach whose team receives 12 or more penalties during one game shall be suspended for the next scheduled game of that team. 13. Icing the puck during shorthanded situations is prohibited.
14. Tournament Director may cancel any game in progress in any instance where he/she believes it necessary to protect the welfare of players or officials, extenuating circumstances which make continued play impossible/dangerous (such as a power outage) or because of prolonged delay from injury. In the event of such cancellation, the Tournament Director shall determine the result of the game for tournament standings.
15. Zero tolerance rules are strictly enforced for all coaches, players, parents and spectators.
16. No Protests will be allowed. Judgment calls made by the ON-ICE officials are final and will not be overruled by the Tournament Director.
17. All teams should be prepared to start their game on time. Any teams not ready to go onto the ice at the scheduled game time shall forfeit the game at the discretion of the Tournament Director. Teams are expected to play all of their games at their assigned times and locations. Forfeits will not be granted for inconvenient game times, locations or any other reasons not determined to be extraordinary by the tournament committee. Any team that forfeits a game without the prior approval of the tournament committee will be removed from the tournament with no refund of fees.
18. Championship hats will be awarded to the 1st place team.

THE TOURNAMENT DIRECTOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVERALL GOOD OF THE EVENT. IN ALL CASES THIS DECISION SHALL BE FINAL.

Special Notice Regarding Zero Tolerance and Dangerous Play: Any player/coach who receives a game misconduct penalty under USA Hockey rules will be suspended for the next tournament game. Any player receiving a game misconduct for third man in (615d) or for physical interference with an official (601e3) shall be suspended for the next two tournament games. *October Classic Tournament Rules 2023*