

# Sauk Rapids Youth Hockey

## Home Tournament Rules – 2023-2024

### Bantam B2

#### Tournament Rules:

1. USA Hockey registered referees will be used.
2. A physician, Certified Medical Attendant or Emergency Medical Technician (EMT) will be provided for each game.
3. USA Hockey rules as modified by MN Hockey, District 5 and Sauk Rapids Youth Hockey, for the classification involved must be adopted.
4. Canadian teams must wear protective equipment as designated by CAHA.
5. All teams participating must be registered with USA Hockey or another International Ice Hockey Federation (IIHF) affiliate such as the Canadian Amateur Hockey Association (CAHA).
6. Invitational tournaments of the same age group and division cannot be held on the same weekend within a 50 mile radius of a MH state tournament. Where more than one ice sheet is available at a single arena complex, no invitational tournament may be held at that arena complex on the same weekend where a MH Regional or State Tournament is being held. Invitational sponsors agree to refund entry fees of all teams which qualify for a district, regional or state MH tournaments where there is a conflict in dates.
7. Scorebook: The tournament appointed workers will keep the official score sheets. Only workers of the tournament will be allowed in the score keeper's box. Each team will receive a score sheet after each game.
8. Team Roster: Each team will furnish a team roster to the official scorekeeper prior to the start of the first game of the tournament. A maximum of 20 players will be allowed on the roster which includes goalies. Not more than four adults (coaches & managers) will be allowed in the bench area during a game.
9. Home Team: All teams listed first will be the home team and will wear light colored jerseys. If a team has only one color, please advise tournament officials.
10. Locker Rooms: Each team must be in their locker room and ready to play prior to the scheduled start of the game (in case of early starts). Each team is responsible for providing their own locker room monitor per USA Hockey Locker Room Monitoring Policy. Please keep the locker rooms clean. Any damage will be the responsibility of the team management. Keys for each locker room will be signed out to the team managers or coaches. Keys are available from the arena attendant.

#### GAME FORMAT

1. Each game will consist of three 15 minute stop time periods. There will be a one minute rest between periods. Teams will be allowed a one minute time out per game. There will be one resurface during each game. In the event of overtime during Sunday games an additional one minute timeout may be used by each team. (i.e.: One timeout allowed during regular play on Sunday, and one in the event of overtime.)
2. Mercy Rule: A "mercy rule" will be applied in all games as follows: If six or more goals separate the teams at the end of the second period, or at any time in the third period, running time will commence. This will revert back to stop time if the goal differential falls below six (6).
3. Penalties:  
Minor: 2 minutes  
Major: 5 minutes  
Misconduct: 10 minutes
4. Fighting: Will not be tolerated. A player will be ejected for the remainder of the game and the rest of the Tournament, and a 5 minute major penalty will be assessed to the team.
5. If a player receives 3 penalties in a single game they will be disqualified for the remainder of that game.
6. Improper behavior by anyone (players, coaches, parents, etc) could result in removal from the arena and or the tournament. Any abusive language or conduct toward game officials by players, coaches, managers, or parents will result in a minor penalty plus a game misconduct. If occurring after the end of a game, that player/parent/coach will not be allowed to play or attend the next game.
7. All decisions of the referee are final. NO PROTESTS ALLOWED.
8. Decisions: The tournament committee's decisions will be final in any and all matters not covered above.
9. If there is any change in the above rules, the tournament officials will notify all head coaches as soon as possible.

## **Pool Play Rules**

Pool Play Tournaments will have teams divided into separate pools. There are no overtimes during pool play. **On Sunday**, final games will have overtimes as noted in bracket play rules.

Pool Play points will be awarded as follows:

1. Win = 2 points
2. Tie = 1 point
3. Loss = 0 points

If two or more teams have an equal number of points, their position in the standings shall be determined by:

1. Head to head records of the tying teams
2. Goals against tournament
3. Goals for in tournament
4. Least penalty minutes during tournament
5. Coin Toss (Home team call the coin)

\*no more than 5 goals can be counted when using the goals for and goals against format

## **Bracket Play Rules:**

Bracket Play Tournaments are head to head competitions. The site coordinator will keep and post the official game scores. In the event that there is a tie the following tie breakers will take place in order:

A. A 5 on 5 sudden death five (5) minute period. If there is still a tie then,

B. A 4 on 4 sudden death five (5) minute period will take place with a 1 minute rest period prior to the start of the second sudden death. If there is still a tie then,

C. A 5 person shootout will take place. The team with the most goals from the shootout will be determined the winner.

If there is still a tie, then teams will continue with a sudden death shootout. One player from each team will shoot and teams will continue selecting one at a time until a goal goes unanswered.

(Coaches may not select a player to shoot a **second time** until everyone on the team has taken a turn.)

If there is still a tie, then Goal differential will decide if a tie still exists. The shots on goal and against goals will be totaled from the 2 overtime periods only.

Winner will then be determined by official tournament score keeper.

Anyone having any questions or concerns regarding the Tournament can speak to the Site Coordinator or Tournament Director. Connie Pesta 320-333-3860

**THANK YOU for joining us for our tournament!**