



NEW ULM SLEEPY EYE HOCKEY

RULES FOR INVITATIONAL TOURNAMENTS

2025-2026

All games are played under USA Hockey Rules as modified by MN Hockey with the additions of the New Ulm Sleepy Eye Hockey Association (“NUSE”) Tournament rules. A current rulebook will be available.

TEAM

1. **Roster.** Before the start of the tournament a team official must submit a certificated USA Hockey Roster for the current season (the “Roster”) to the tournament officials. Only teams registered with Minnesota Hockey or USA Hockey may participate.
2. **Bench.** Only those individuals listed on the Roster will be allowed on the bench, provided, however, no more than twenty (20) players and four (4) coaches will be allowed.
3. **Age Classification.** Out of state teams, please be advised that Minnesota Hockey uses July 1 as cut off for birthdates. Minnesota may have players up to 6 months older than teams from other states.

PLAYING RULES

1. **Home Team:** The first team listed on the schedule is home and should wear Light jerseys (In the example A vs B, A would be home).
2. **Protective Equipment.** All participating players shall wear legal helmets and mouth guards at all times during the game. Any player sitting on the bench during games shall be dressed and wearing a helmet. Canadian teams must wear protective equipment as designated by CAHA.
3. **Warm-Up.** A five (5) minute warm-up will start immediately at the scheduled start time of the game. Clock officials will not wait for late teams to come out to start the clock. Any team not ready to play following the warm-up will forfeit the game. All teams are requested to be ready to warm-up ten (10) minutes before the scheduled start of the game.
4. **Game Duration.**
 - a. Bantam, Peewee and 12U will play three 15-minute stop-time periods.
 - b. Squirts and 10U will play three 12-minute stop-time periods.
 - c. In the third period, running time will be instituted if there is a 6-goal or more differential. Stop-time will be reinstated if the differential becomes 4 goals or less.
5. **Penalties.**
 - a. Bantam: Minor: 2:00, Major: 5:00, Misconduct: 10:00
 - b. Peewee, 12U, Squirts and 10U: Minor: 1:30, Major: 5:00, Misconduct: 10:00
 - c. The penalty for fighting will be a major penalty and a three-game suspension. For a second violation, the player will be suspended from all participation for thirty (30) days.
 - d. Any player with 4 penalties will receive a game misconduct penalty.
6. **Time outs.** A one (1) minute timeout per team is allowed.
7. **Ice Resurfacing.**
 - a. Bantam: every two periods
 - b. Peewee, 12U, Squirts and 10U: between each tournament game

8. **Ties.** Games ending in a tie will be recorded as a tie for the game. All last-round games will play to a win-lose conclusion, according to the overtime procedures below.
9. **Overtime.**
 - a. There will be a 1- minute rest between regulation and the overtime period.
 - b. A "4-on-4", Sudden Death 5-minute Overtime is played using stop time.
 - i. If a penalty is assessed on a team, the penalty is played out 3-on-4. If the same team is assessed another penalty, the penalty is played out 3-on-5.
 - c. If the game remains in a tie after overtime, then a "3-on-3" shoot-out occurs.
 - i. The coach from each team picks three (3) players to participate in the shoot-out and determines the order that the players shoot.
 - b. If the game remains in a tie, then the game goes into a "Sudden Death Shootout."
 - i. The coach identifies the player shooting order of the remaining players.
 - ii. Note: The first 3 players cannot shoot again until the team with the least players goes through their full order (roster). If the shootout goes through the full order of one team, then both teams reset. Example: If one team has 12 players, and the other 15 players, the shootout will start over after 12 players go, and no goals are scored. If a reset of the order occurs, then the coaches from each team will be asked to choose the player order over again (all players will be included).

TOURNAMENT SCORING

1. **Tournament Scoring.** Win = 2 pts; Tie = 1 pt; Loss = 0 pts.
2. **Tournament Scoring Tiebreakers.** Head-to-Head, Goal Differential (6/Game Max) (Against all Teams in Pool), Fewest Goals Allowed (Against all Teams in Pool), Fewest Penalty Minutes (Against all Teams in Pool), Flip Coin, Always revert back to tiebreaker #1 when down to 2 teams.

ARENA RULES

1. **Arena.** Please read the [arena rules](#) and familiarize your players and parents with these rules.
2. **Locker Rooms.** Locker rooms are provided to teams to use immediately before and after game play and are assigned by the facilities staff and noted on a whiteboard or screen when entering the arena. It is expected that rooms are clear of debris when a team departs the locker room (e.g. trash, snacks, tape, gear). If your team brings a speaker/sound system, the volume must be at a respectable level in their locker room. There will be no speakers/sound systems allowed outside of a team locker room or in any of the public areas of the arena.
3. **Off-ice Warm-Up.** If teams have off-ice warm-ups prior to the game, please use the room provided for these activities. For safety purposes, no sticks or balls are allowed in the common areas of the rink for warm up. If running is required, please do that activity outside.

PLAYER, COACH AND FAN CONDUCT

1. **Zero Tolerance.** The conduct of all players, coaches, and fans is to be beyond reproach both on and off the ice. A ZERO TOLERANCE policy regarding abusive language and unsportsmanlike behavior toward anyone is strictly enforced. Any misconduct by any team member or team fan can result in immediate disqualification of the entire team from the tournament. All tournament and arena staff have the authority to eject anyone from the ice arena property who they feel is violating any zero tolerance rules.

2. **No Protests.** No protests will be permitted regarding rule interpretations or judgment calls made by game officials. All referee and tournament official decisions are final. Coaches and players are not permitted to argue or complain about any calls made by the referees. Coaches may ask for clarification on calls in a calm constructive adult manner. Coaches should not yell or shout any negative comments or remarks about referees either directly or indirectly. Any coaches displaying any unacceptable behavior, including yelling, screaming or swearing on the bench may be given a bench penalty or ejected from the game.

PERSONNEL

1. **Referees.** All tournament games will have a minimum of two (2) USA Hockey Registered Referees.
2. **Minor Officials.** Minor Officials for each game will consist of: one (1) person as scorekeeper/announcer; one (1) person to operate the scoreboard/clock; and one (1) person to operate the penalty box.
3. **Medical Personnel.** First Aid Attendants (Certified in BLS, AED, & First Aid) will be on site during all games.
4. **No Liability.** Personnel associated connected with the tournament, including, but not limited to, the tournament director, tournament coordinator, officials, arena personnel shall not be held liable for any injuries or losses sustained during the tournaments.

CANCELLATION POLICY

Refunds will be given (minus a \$250 non-refundable deposit) only if a full-paying replacement team is found. No refunds will be given if a replacement team is not found. If the entire tournament is cancelled, there will be a full refund. No refunds will be given and no games shall be rescheduled in the event of bad weather.

THANK YOU FOR COMING TO OUR TOURNAMENT!

Kelli Johnson, Tournament Director

✉: NUSEtournaments@gmail.com | ☎: 507.276.8207