



2023 Lumberjack Cup Bantam A, Peewee AA, A, & B Tournament Rules



1. All teams participating must be registered with USA Hockey. USA Hockey registered referees will be used.
2. Certified medical attendants will be available at all games. In the event of an injury to a player, no coach and/or parent is allowed on the ice unless specifically summoned by the referee.
3. A manager or coach from each team must check in 60 minutes prior to the team's first scheduled game.
4. The first team listed is designated as the home team and will wear light colored jerseys. All jersey conflicts will be resolved at the discretion of the tournament officials.
5. All games will be played according to USA Hockey rules as modified by MN Hockey. USA Hockey age brackets apply to out-of-state teams.
6. Game format:
 - Teams should be ready to take the ice 15 minutes before their scheduled game time.
 - 4-minute warm-up
 - Three 14-minute stop time periods (All levels)
 - Running time ANYTIME a team has and maintains a 5-goal lead. The clock will revert back to stop time at any time the 5-goal advantage is not maintained.
 - Resurfacing will occur before each game.
 - **2-minute minor penalties**

POOL PLAY (Pee Wee AA)

1. In the case of a tie after regulation, teams will play a 3-player shootout (Home Team gets the choice of going first or second). If still tied, there will be a one player sudden-victory shootout.

+ Pool Play Format:

- 3 points awarded for regulation win
- 2 points awarded for shootout win
- 1 point awarded for shootout loss
- 0 points awarded for regulation loss.

+ Tiebreaker Format:

- Head to Head*
- Fewest goals allowed
- Goal differential with the maximum Of 5 goals
- Goals scored
- Fewest penalty minutes

*In case of a three way tie, tiebreaker process starts at Fewest goals allowed

2. After pool play, the top seeds from each pool and a Wild Card (team with next highest points) will move on to semi-final games. The 2 teams with the next highest points will play in the 5th Place game, and so on.

BRACKET PLAY OVERTIME (Bantam, PEEWEE A & B)

If teams are tied at the end of regulation, there will be a four-on-four, four-minute running-time overtime period. If still tied after the first overtime, there will be a 3-person shootout. The Home Team will have the option of shooting first or second. If tied after three shooters, a 1-by-1 Sudden Death shootout ensues. Teams are required to use all eligible skaters prior to choosing a player for the second time. Penalized players are not eligible to shoot.

SEMIFINALS & FINALS OT FORMAT

- In case of a tie at the end of regulation, there will be a 1-minute rest period. Teams will play a 4:00 run time, 4 vs 4 sudden death period.
- If teams are tied after one overtime period, a 3-player shootout will be used to break the tie. All eligible players must shoot once before a second attempt. Penalized players are ineligible for the shootout. Home team has the option of shooting first or second.
- If still tied after three shooters, a 1-by-1 Sudden Death shootout ensues.
- Each team has ONE timeout.
- Semifinal losers are both awarded 3rd place trophies.

PLACEMENT GAME (NON-SEMIFINAL/ NON-FINAL GAME) OVERTIME FORMAT

- If teams are tied after regulation, a 3-player shootout will be used to break the tie. All eligible players must shoot once before a second attempt. Penalized players are ineligible for the shootout. Home team has the option of shooting first or second.
- If still tied after three shooters, a 1-by-1 Sudden Death shootout ensues.