

Thief River Falls Amateur Hockey Association Tournament Rules

Rules and Regulations

1. All games will be played according to USA Hockey Rules as modified by Minnesota Hockey for the classification involved with the exceptions listed within these rules.
2. All referees are USA Hockey registered. All referee decisions are final. No protests are allowed. A **Zero Tolerance Policy** will be enforced for all players, coaches and spectators. Tournament staff may work with officials to make clarifications, but tournament staff will not overrule decisions made by the officiating staff.
3. Team Credentials – Each team must provide the following information to the tournament coordinator at least 1 week prior to the tournament.
 - a) Official USA Hockey roster - 20 player maximum per roster.
 - Any team with more than 20 players on their team roster will only be allowed to dress and have 20 players on their bench during the game. It must be updated in GameSheets which 20 players will be playing each game.
 - b) Canadian teams must have travel permit.
4. Check in – Team managers and/or coaches must check in with the tournament coordinator/welcome table at least one hour before their first game of the tournament.
5. Jerseys - Each team should have two (2) separate Jerseys, white and dark. The home team is listed FIRST and will wear their white or light colored jerseys.
6. Locker Rooms – Locker room assignments will be posted each day.
 - a) Coaches – please make sure locker rooms are clean and undamaged. Your team is responsible for cleanup.
7. Period Times – All levels of games will consist of three (3) stop time periods with the following period lengths, which are consistent with District 16 rules:
 - All age levels - 15 minutes
 - * All games will be running time when a six (6) goal lead exists after the second period. The game will return to stop-time if the margin is less than six (6).

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8. Penalties –
 - Squirts/10U: Minor 1:30 - Major 5:00 - Misconduct 10:00
 - Peewee/12U & Bantam/15U: Minor 2:00 - Major 5:00 - Misconduct 10:00

 9. Game Details -
 - a) Ice will be resurfaced every two periods.
 - b) A five-minute warm-up period is scheduled prior to each game. The clock will start once the first team steps onto the ice. Please be ready at designated times.
 - c) Games can start up to 15 minutes early
 - d) No overtimes will be played in pool play/round robin games.

 10. All TRFAHA tournaments will be Pool Play. Pool play standings will be determined according to point totals.
 - Win - Two (2) points will be awarded for a win
 - Tie - One (1) point will be awarded to each team in the case of a tie
 - Loss – Zero (0) points will be awarded for a loss*Wild Card Team – The team can come from any pool (if applicable)

 11. Ties in Championship Bracket placement – in the case of a tie in the final pool standings the following criteria will be used:
 - Two-way Tie:
 - 1) Head-to-Head
 - 2) Wins
 - 3) Goals Differential (Maximum differential in any one game is capped at 6)
 - 4) Goals Against
 - 5) Coin Flip
 - Three-way Tie:
 - 1) Head-to-head results
 - 2) Subtract goals against from goals scored in games between tied teams.
 - 3) If three teams are still tied, divide the goals scored in games between tied teams by goals against.
 - 4) If three teams are still tied restart process at step one using all games played.
- Note: Any time a team is placed in the tie breaking process, the two remaining tied teams would revert back to the two-way tie criteria.
- Example:
- Team A scored 7 goals and allowed 4 goals (7-4 = +3)
 - Team B scored 9 goals and allowed 7 goals (9-7 = +2)

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Team C scored 8 goals and allowed 5 goals (8-5 = +3)

This would place Team B as third place and Teams A & C would go back to the two-way tie breaker or head-to-head results.

12. Sunday – Championship Games

- a) Overtime will be played as needed following a 2-minute rest.
- b) Overtime will be a five-minute sudden death period with five (5) skaters per team, plus goaltenders
 - i. Teams' goaltenders should switch ends before the start of the OT period.
- c) If still tied after the first overtime, there will be a second 5-minute sudden death overtime with 3 skaters per team.
- d) If the tie is not broken after two overtimes, a shootout will follow to determine the winner.
 - i. Each team will select three (3) players who will alternate taking penalty shots. The visiting team will shoot first. Best out of three wins.
- e) If still tied the shoot-out will go to a sudden death format, alternating one (1) player per team until a winner is determined. Each team will have equal chances. Players may only shoot one time until all eligible players on the roster have participated.

** Any player with penalty time remaining at the end of the overtime will not be eligible to participate in the shoot-out.

13. Team Rest – There will be a minimum of two hours between games on the same day and teams will not play more than two games per day.

14. **NO bodychecking at the Peewee, Squirt and all Girls levels.**

15. Medical Personnel/First Aid - An athletic trainer, emergency medical Technician certified (EMT), paramedic or medical physician shall be in attendance at all games.

16. Awards - There will be team trophies/banners for 1st, 2nd and 3rd place.