

SCM YOUTH HOCKEY

I-94 TOURNAMENT RULES



Tournament Rules:

- USA Hockey registered Officials will be used for each game.
- Scheduling of referees will be done in accordance to MN Hockey & District 15 requirements.
- Certified medical attendants will be provided for each game.
- All games will be played under USA Hockey rules as modified by MN Hockey.
- All tournaments will be MN Hockey sanctioned.
- Teams must check-in at the tournament table a minimum of 1-hour prior to their first scheduled tournament game.
- Tournament rosters will be checked for compliance with your official USA Hockey Roster. Twenty dressed players are allowed on the bench for games.
- Each team must turn in 16 tournament roster stickers at check in for the scorebook.
- All participating players must wear USA Hockey approved helmets with face masks & mouth guards.
- Only 4 coaches, listed on the official USA Hockey Roster, are allowed on the bench for games.
- Abusive language or unacceptable conduct will not be tolerated from players, team officials or fans.
- Each team must provide their own insurance. The Sauk Centre-Melrose Youth Hockey Association or personnel connected with the tournament shall not be liable for any injuries sustained during the tournament.

Tournament Conduct:

All players, coaches and spectators are expected to demonstrate good sportsmanship. Cheer on your teams but be respectful of officials, tournament officials and the other teams and their fans. Coaches will be held responsible by the referees for the behavior of their fans. Tournament officials will be monitoring each game. Spectator behavior complaints should be made to the tournament officials located in the lobby of the Sauk Centre Civic Arena. Any complaints about officiating must be initiated by the Head Coach of the team only and will be referred to the District 15 Chief of Officials.

Coaches & Teams:

Coaches will be accountable for the conduct of players in the Sauk Centre Civic Arena. Coaches will be held accountable for the conditions of their assigned lockers rooms. Locker rooms must be left clean. All garbage must be picked up and disposed of properly.

- No defacing locker rooms or any SCM Youth Hockey property.
- No taunting or unsportsmanlike behavior towards players, referees, or fans.
- No profanity will be tolerated.

Period Length- Game Format:

- All games will be played at the Sauk Centre Civic Arena.
- Teams must be ready to play 15-minutes prior to scheduled game time.
- Teams listed as the Home team on the schedule should wear light color jerseys.
- 5-minute pre-game warmups.
- All Squirrel/ PeeWee games will be 15-minute stop time periods.
 - 2-minutes rest between periods on the bench.
- All Bantam games will be 17-minute stop time periods.
 - 2-minutes rest between periods on the bench.
- Running time will be applied in the third if there is a goal differential of 6 or more.
- Ice will be resurfaced at the end of each game at the Squirrel/PeeWee level. Bantam level games will receive a resurface every two periods; some Bantam games will start on dirty ice with a resurface after the 1st period.

Penalties:

- Minor Penalties will be 1:30- minute stop time for Squirrel/ PeeWee games unless the game is in running time and the penalty will be 1:30-minute running time at the start of the next faceoff.
- Minor Penalties will be 2- minutes stop time for Bantam games unless the game is in running time and the penalty will be 2-minutes running time at the start of the next faceoff.
- 5-minute major penalties & Game Misconduct will be assessed for checking from behind & boarding, charging where head contact occurs headfirst into the boards/ goal frame and or injury is result.
- If a player receives a game misconduct penalty, they will be suspended from the next tournament game.
- If a player receives a Fighting or Match Penalty, the player will not be allowed to play in any remaining tournament games.
- Penalties will be consistent with MN & USA Hockey Rules.

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Pool Play- Standings- Game Guarantee- Timeouts:

- Pool play games will be played to a Win, Loss or Tie.
- There will be NO overtime in Pool Play.
- All teams guaranteed 4 games.
- Each team has one time out per game, timeouts are 1-minute in duration.

8-Team Pool Play Tournament Format:

- 8- Team Pool Play tournament will consist of 2 pools of 4 teams.
- All teams guaranteed 3 pool play games & 1 medal round game.
- Each team will play all teams within the pool.
- Pool play games will be played to a Win, Loss or Tie, there will be NO overtime in pool play.
- Pool Play points will be awarded this way:
 - 2-points for a win.
 - 1-point for a tie.
 - 1-point for a shutout.
 - 0-points for a loss.

Pool Rankings for Sunday Games:

- All Pool Rankings will be determined by:
 1. Total Points
 2. Head to Head Competition
 3. Total sum of goal differential
 4. Total fewest goals allowed
 5. Coin flip
- The top pool winners will advance to the Championship game.
 - The #1 seed from pool A plays the #1 seed from pool B.
- The second-place pool winners will advance to the 3rd place game.
 - The #2 seed from pool A plays the #2 seed from pool B.
- The third-place pool winners will advance to the 5th place game.
 - The #3 seed from pool A plays the #3 seed from pool B.
- The last place pool winners will advance to the 7th place game.
 - The #4 seed from pool A plays the #4 seed from pool B.
- If any of the games on Sunday finishes in regulation as a tie:
 - There will be a 2-minute rest break, followed by a 5-minute stop-time sudden death overtime with 5 skaters and a goalie per team. Penalties will be the same as regulation and this will be the first overtime.
 - If the game is still tied after the first overtime, a 1-minute rest break will be followed by a 5-minute running time sudden death overtime with 4 skaters and a goalie per team on the ice. Penalties will be the same as regulation and this will be the second overtime.
 - If the game is still tied after the second overtime, a 1-minute rest will be followed by a 3-skater shootout.
 - If the game is still tied after the 3-skater shootout, a sudden death shootout will occur until a winner is determined.

Shootout Rules:

- The team that scores the most goals of the three shooters will be declared the winner.
- If the game is still tied following the 3-skater shootout, the next team that has a combination of scoring and not allowing a goal will be the winner.
- No skater can skate twice until each skater has had a least one chance to shoot.