

2024 ST. LUKE'S ICEBREAKER INVITATIONAL TOURNAMENT RULES

1. The tournament is sanctioned by Minnesota Hockey.
2. All games will be played under and in accordance with the rules of USA Hockey and Minnesota Hockey unless otherwise specified.
3. All game officials will be USA Hockey Registered.
4. Medical personnel recognized by USA Hockey will be present at each game. The only one that handles or touches an injured player is the EMT. Under no circumstances is a coach allowed to touch the injured player. The EMT is the one in charge of all incidents on the ice.
5. Duluth Amateur Hockey Association (DAHA), Duluth Girls Hockey Association (DGHA), and any other affiliates assume no liability for personal injury to any participants during the tournament.
6. Teams must check in 1 hour prior to the start of their first game of the tournament. **All teams check in regardless of your first game will be conducted at the Essentia Health Heritage Sports Center.**

Teams must provide:

a. Proof of Insurance: For USA and Minnesota hockey teams will be a stamped roster approved by the USA Hockey registrar or his/her designee.

b. Teams must provide Individual Membership Registration (IMR's) for all players and coaches. If teams are electronically registered with USA Hockey, IMR's are not required.

c. USA Hockey Player Roster: USA Hockey teams must provide an official USA Hockey player roster with a stamp of approval by USA Hockey Registrar or his/her designee.

7. Penalties:

- a. U10 games: 1:00 minute for minor, 3:00 minutes for major, and 6:00 minutes for misconduct.
- b. U12 games: 1:00 minute for minor, 3:00 minutes for major, and 6:00 minutes for misconduct.
- c. U15 games: 1:30 minute for minor, 4:00 minutes for major, and 8:00 minutes for misconduct.

8. Any player receiving a **Major Penalty**, which in the opinion of the Referee, had the **intent to injure** another player, will be given a **Match Penalty** and be disqualified from any USA Hockey activities until a hearing is held with their local association.

9. Fighting will not be tolerated. Any player who instigates a fight or participates in a fight will be issued a **Major and Game Misconduct** and removed for the remainder of the tournament.

10. Lineups and team roster labels must be furnished to the tournament officials **45 minutes prior to your scheduled game time.**

11. Teams must be ready to play 30 minutes prior to your scheduled game time; games may start up to 30 minutes early.

12. A maximum of 20 rostered players will be allowed on the bench and on the game sheet. An inactive rostered player may be on the bench provided she has on a team jersey and a helmet with a face shield.

13. Coaches not on the USA Hockey Team Roster will not be allowed in the player's box during the game.

14. Each team will be allowed 1 timeout per game.

15. Game Lengths:

a. U10 games: 12-minute stop time periods, 2-minute breaks between periods, resurfaced between games only.

b. U12 games: 12-minute stop time periods, 2-minute breaks between periods, resurfaced between games only.

c. U15 games: 14-minute stop time periods, 2-minute breaks between periods, resurfacing will occur every 2 periods.

16. Warmups – all games will include a **5-minute** warm up. Please have teams ready to go when the horn sounds. **All teams will provide their own warm up pucks.** The tournament will provide all game pucks.

17. Tournament Format -

4 games guaranteed at the 10UB, 10UA, 12UB, 12UA, 15UB & 15UA levels

a. 10UB, 12UB, 12UA & 15UA will have 4 pools of 3 teams; teams will play 2 other random teams in their pool. The #1 team in each pool will play one of the other #1 teams (A pool vs C pool; B pool vs D pool); winners of these games play for the championship and losers of the game play for 3rd place. The #2 team in each pool will play one of the other #2 teams (A pool vs C pool; B pool vs D pool); winners of these games play for Consolation and losers of the game play for 7th place. The #3 team in each pool will play one of the other #3 teams (A pool vs C pool; B pool vs D pool); winners of these games play for the 9th place and losers of the game play for 11th place. **(See rule #18 for overtime procedures).**

b. 10UA and 15UB will have 2 pools of 3 teams and 2 pools of 2 teams; teams will play two games within their randomly created pools with the 2 pools of 2 having cross pool games. The #1 team in each pool will play one of the other #1 teams (A pool vs C pool; B pool vs D pool); winners of these games play for the championship and losers of the game play for 3rd place. The consolation bracket will start with Pool A #3 vs Pool C #2 and Pool B #3 vs Pool D #2; winners of this game will move on towards consolation while the losers will play for 9th place. Pool A #2 plays winner of the Pool B vs Pool D game and Pool B #2 plays winner of the Pool A vs Pool D game. The winners of these two games will play for consolation while the losers of these two games play for 7th place. With this set up, 2 teams will get a bonus game. **(See rule #18 for overtime procedures).**

c. After Pool Play portion, teams will be seeded for the bracket portion of the tournament

d. There is no overtime in pool play games. There will be overtime in bracket games.

e. Pool Play will have points awarded per game.

- i. 2 points awarded for regulation win
- ii. 1 point awarded for regulation tie
 - iii. 1 point awarded for a shut out
 - iv. 0 points awarded for regulation loss

f. Tiebreakers for seeding teams in each pool during pool play

- i. Total number of points.
- ii. Head-to-Head.
 - iii. Fewest goals allowed.
 - iv. Greater goal differential – maximum number of goals scored for the team per game up to (6) minus goals scored against the team per game. Best overall differential.
- v. Fair Play Points
- vi. Penalty Minutes
- vii. Coin-flip

(If one tiebreaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams start the tie-breaking process at step f. i.)

18. Overtime Procedures for Bracket Play portion of the tournament – All Bracket Play games will be played until a winner is declared. If the game remains tied after regulation time, a one-minute rest period will be followed by a 5-minute sudden victory period with teams skating 3 on 3. All penalties will be carried into overtime. If a penalty should occur while the teams are skating 3 on 3, the non-penalized team will add a player and the teams would skate 4 on 3. If the penalty expires the penalized player will return to the ice and the teams will skate 4 on 4. 4 on 4 will resume until a stoppage in the play and then the teams will return to 3 on 3. If a team receives a second penalty while the teams are skating 4 on 3, the non-penalized team will add another player and the teams will skate 5 on 3. 5 on 3 will continue until the first penalty expires. The player that received the first penalty would return to the ice and the teams would skate 5 on 4. 5 on 4 will resume until the other penalty expires. Once the penalty expires, the player will return to the ice and the team will skate 5 on 5. 5 on 5 will resume until a stoppage in the play and then the teams will return to 3 on 3. If still tied after first overtime, a three player shoot out will commence. If there is still a tie after the three players shoot out, a one player shoot out will continue until a winner is declared. Players can only shoot once in the shoot-out unless all players have been utilized.

19. Trophies: The Championship and runner up trophy will be handed out for each respective level at the conclusion of each of the Championship games. The 3rd place trophy for all levels

will be handed out only to the winner of each of the respective 3rd place games. The Consolation Championship trophy for all levels will be handed out only to the winner of each of the respective Consolation Championship games.

- a. 15UA – 1st and 2nd, 3rd & Consolation Champ
- b. 15UB – 1st and 2nd, 3rd & Consolation Champ
- c. 12UA – 1st and 2nd, 3rd & Consolation Champ
- d. 12UB – 1st and 2nd, 3rd & Consolation Champ
- e. 10UA – 1st and 2nd, 3rd & Consolation Champ
- f. 10UB – 1st and 2nd, 3rd & Consolation Champ

20. There are no gate fees. The Tournament entry fee includes both the entry fee and gate fee.

21. Any protest of an individual player must take place before the start of the game and be presented to the Tournament Committee for a ruling. The Tournament Committee has the final word in all disputes.

22. Teams listed first in the draw or on top of the bracket will be the home team and should wear light colored jerseys.

23. Teams that occupy the player's bench closest to the exit will exit the ice first. The remaining team shall exit only after the players from the opposing team are completely off the ice.

24. Running time will be applied anytime during the game when the goal differential becomes 6 goals or more. Stop time will resume when the goal differential is back to 5 goals.

25. ALL REFEREE DECISIONS ARE FINAL.

Thank you for your participation and good sportsmanship.

GOOD LUCK TO ALL THE TEAMS!!!!