



## General Rules and Information - 10U-14U Divisions

Each team will be required to check in with the tournament director before your first game at the Tournament Desk. Schedules are tight. Locker rooms will be available and it is your team's responsibility to be ready to take the ice at the start of your game time. You will not be able to store bags in the locker room. If locker rooms are locked, locker room keys can be claimed at the Skating Window in the lobby of each rink ahead of your game.

All teams and parents are expected to treat our host facility, its personnel, our volunteers, and officials with the utmost respect. Any damage resulting from your actions or your teams' action will be charged back to your home association.

Remember this is a volunteer organization. We appreciate your support!

This is a USA Hockey sanctioned Tournament using USA Hockey rules.

### GAMES

The official schedule and results page for the tournament will be live online at <https://www.indianastatehockey.com/state>. Game Schedules are final. If your team has a day-of issue, you may text the Tournament Director at 260-466-4591.

1. **Jerseys:** All players must wear numbered uniforms in the proper team colors.
  - a. Home team will wear a dark-colored jersey
  - b. Away team will wear a light-colored jersey.
2. **Scorekeeping & Scoreboard:**
  - a. Scorekeepers are provided by the tournament.
  - b. All scoresheets will be digital through GameSheet and each Manager will receive an email copy of the scoresheet after the game.
3. **Penalty Box Volunteers**
  - a. Each team must provide a penalty box volunteer for their team. This individual serves as a game official and must behave as such. Penalty Box volunteers should be in place by warm-ups before the game.
4. **Game Length:** Playing time for all games will be stop time periods as follows:
  - Warm-up time shall be three (3) minutes.
  - 10U Games = Three (3) 13 minute periods

- 12U Games = Three (3) 13 minute periods
- 14U Games = Three (3) 14 minute periods
- Intermissions will be (1) minute
- A running clock will be used in the 3rd period if one team is ahead by 5 or more goals. When the goal differential reaches 4 or less in the 3rd period, the game will go back to a stop-start clock.

**5. Game Time:**

- Teams should be ready to enter the ice surface for the warm-up period up to fifteen minutes prior to the scheduled start time.
- If the tournament is running ahead of schedule teams are expected to be ready to play. Schedules will be kept current through the tournament website. Additionally, the Coach or Manager may be contacted by phone and/or email if the game is running ahead or behind.
- If a team fails to appear for a game, it will be recorded as a forfeit and reported to your local associations.

**6. Time Outs:**

- Round-Robin/Seeding Play - No team is permitted a time-out in round-robin/seeding play or in any consolation game.
- Championship game - each team is allowed a one (1) 30 second timeout

**7. Penalties:** All penalties follow USA Hockey rule book.

- Minor Penalties = 1:30 minutes
- Major Penalties = 4 minutes
- Misconduct Penalties = 8 minutes
- Game Misconduct Penalty – Any player or coach receiving a game misconduct penalty shall be suspended for the next game.
- Fighting or Fisticuffs - Players receiving major penalties for Fighting or Fisticuffs in tournament games shall be immediately suspended for all games remaining in the tournament. Players may be subject to additional suspensions by their home governing bodies.
- Match Penalty – Any player, coach or manager who receives a match penalty shall be suspended immediately for the balance of the tournament.

**8. Zero Tolerance** – Referees will be instructed to *strictly enforce zero tolerance rules*. The committee reserves the right to remove from the arena players, coaches or spectators who violate USA Hockey zero tolerance policies.

**9. Protests** – No protests will be allowed.

**10. Game Points-** Teams will be awarded points in round-robin play according to the following:

- Three (3) points for a win
- One (1) point for a tie
- Zero (0) points for a loss

**11. Tie Games/Tie Breaking Procedure**

- There are no overtime games in round-robin/seeding games or in consolation games. If tied at the end of regulation, each team will receive one (1) point for a tie.
- If a quarter-final, semi-final or championship game ends in a tie, the

following tie-breaking procedure will be followed:

- i. 5-minute sudden death overtime period (4 on 4, plus goalies)
- ii. Shootout (3 players/team – each player may only shoot once) most goals win.
- iii. If shootout ends in a tie, sudden-death shootout until winner is decided (each team must continue through their roster until all players have taken a shot. If the shootout is not decided, players will continue to shoot in the same order as their first shots.)

## TOURNAMENT STANDINGS

Standings will be compiled by the tournament director and staff and posted on the tournament website.

After seeding games, teams will be ranked within their division by the total number of points obtained through the seeding games. In the event of a tie, final standings will be determined by the following criteria:

1. Head-to-head competition – With 3 or more teams tied, all teams must have played each other and there must be an obvious winner. If not, we skip Head-to-Head and go to Most Wins.
2. Most wins
3. Goal differential (5 goal maximum differential for a single game)
4. Fewest goals against
5. Most goals for
6. Fewest penalty minutes
7. Quickest goal scored

The tournament director and the tournament committee are designated the governing body over this tournament and have the final discretion in all matters.