



Stampede Tournament Rules (4 Game Guarantee)

It is the intent of the Omaha Hockey Club (OHC) to provide a fun and competitive tournament for all participants and spectators. Good Sportsmanship is expected of all players, coaches, parents, and spectators. Improper and abusive behavior will not be tolerated! It is the responsibility of each coach/manager to control his/her team and exemplify good sportsmanship. Teams, players or coaches who do not demonstrate good sportsmanship will be excluded from the tournament with no refund.

Operational Rules: 1. The Omaha Hockey Club will provide a timekeeper and scorekeeper for each game.

2. Each **team** shall be responsible to provide an ADULT (18+) volunteer to manage their team's penalty box during each of their team's games. This adult may be a rostered coach who is not on the bench, but may NOT coach from the penalty box.

3. Team managers must check-in one (1) hour prior to their first scheduled game and present USA Hockey credentials if requested. USA Hockey Rosters should have already been emailed to the tournament director, however if any changes have been made since that was sent please provide a hard copy at check in. If there is any question regarding the validity of any team or players' credentials, that team / player shall not participate until all issues are resolved.

4. The Home team will wear light jerseys. The Away team will wear dark jerseys. Home team will be determined by the Tournament Director (or a designated representative) at the time of scheduling. Please bring both sets of jerseys to each game, in the event that last minute changes are required. If a team does not have two sets of jerseys, it is the team manager's responsibility to notify the opponent and referees of any change prior to game time.

5. The only persons allowed on the benches are eligible players in uniform and a maximum of **four (4) registered team officials**. Injured players that are on the active roster may be on the bench if they are wearing a team jersey and helmet.



6. All players must wear all required equipment as approved by USA Hockey. **All players must wear mouth guards and secured chin straps while on ice.**
7. Teams must be prepared to start 15 minutes before each scheduled game.
8. At the conclusion of each game, the coach or manager of each team shall be responsible for reviewing the score sheet to determine whether any player or team official has been suspended or disqualified from participating in any future game or games. The coach or manager of each team must also sign the score sheet on Gamesheet on the iPad. If a coach or manager fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations. **The Tournament Committee will not overrule any on ice decisions (playing rules). No hearings will be held for game misconduct penalties.** All findings from any match penalty will be forwarded to the team's local governing body at the conclusion of the tournament.
9. Coaches please make sure locker rooms are clean and undamaged. Your team will be charged for any clean up, damages, and/or lost keys. Locker room keys will be checked out for each game to a responsible team representative prior to each game. All keys must be returned after every game to keep locker rooms open and available. Time allowed in locker rooms before or after a game may be adjusted by Tournament officials to keep locker room availability as needed.
10. The Tournament Director (or a designated representative) after consultation with the referee, may cancel any game in progress in any instance where he/she believes it necessary to protect the welfare of players or officials. In the event of such cancellation, the Tournament Director (or a designated representative) shall determine the result of the game for tournament standings.

ALL TOURNAMENT GAMES WILL BE PLAYED UNDER USA HOCKEY RULES WITH THE FOLLOWING EXCEPTIONS:

1. Game

Rules:

- a. Each game will consist of three (3) periods, with each period consisting of 12 minutes with a stop clock.



- b. If the goal differential is five (5) goals or greater in the third period, running time will commence, except for penalties, goals and injuries.
- c. One 60 sec timeout will be allowed per each team.
- d. Teams will be allowed a three-minute warm-up period prior to each game and 1 min break between periods.
- e. Penalties will be as follows: 1:00 minutes for a minor penalty; 5 minutes for a major penalty in all periods, including overtime; and 6 minutes for a misconduct penalty in all periods, including overtime.
- f. If a player receives four (4) penalties in one game, the player will be ejected from that game at the onset of the fourth penalty.
- g. If any team receives 12 or more penalties during one game, the head coach will not be allowed on or near the bench for the next game of that team [USA Hockey rule 404 (d)].

2.Team Standings and Tie Breaking Rules for Pool Play:

- a. Two (2) points will be given for each win. One (1) point will be given for each tie. Zero (0) points will be given for a loss.
- b. Total points for each team will determine final positions in each division. The two teams with the highest total number of points will qualify for the championship game. For pool play, Pool A highest number of points = Championship game; Pool B highest number of points = Championship game.
- c. If two or more teams have an equal number of points, their position in the standings will be determined by the result of games played by the team in the following order. Should an unbreakable tie or three-way tie exist at any step, the next tiebreaker in order shall be used.
 - i. The points acquired in head-to-head games.
 - ii. Greatest goal differential in all games combined. Max. 5 goals per game.
 - iii. Fewest goals against.
 - iv. The team with the fewest penalty minutes for all games played (game misconduct =10 minutes).
 - v. Coin toss (each team represented at toss).
- d. Championship Game and 3rd Place



Game

i. Cannot end in a tie. ii. In case of a tie at the end of regulation, there will be a 1 minute rest period followed by a 4 minute running clock sudden death overtime period. Teams will skate four on four. If the game is still tied after the overtime period, there will be a 1 minute rest period followed by a best of 3 shootout. Home team has the choice to shoot first or second in the shootout. If no winner has been determined after the initial 3 shooters, the shootout will become a sudden death format. Each team will have an equal number of chances, alternating shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.

The tournament director is the final authority for all rule interpretations.

(Revised
01.2024)