



PRAIRIE STORM MINOR HOCKEY ASSOCIATION U11 A/B/C Classic Tournament
November 14-16 2025
TOURNAMENT RULES

1. Home & Visiting Jerseys

- Home team will wear white or light-coloured jerseys
- Visiting teams will wear dark jerseys
- Teams listed first will be the home team

2. Dressing Rooms

- Dressing room assignments will be posted on the rink boards at the start of each day.
- All dressing rooms must be left clean and free of debris as teams will be utilizing the rooms after you.
- Any damage to the rooms will be charged directly to your team.
- Damages should be reported immediately to avoid charges that are not your team's fault.
- The tournament committee and Prairie Storm Minor Hockey Association (PSMHA) is NOT responsible for lost, damaged or stolen items.

3. General Game Rules

- Regular icing will apply with the no touch rule in effect.
- No body checking allowed.
- Home team has the right of last line change.

4. Round Robin Play

- Teams will be assigned 2 points for a win, 1 point for a tie and 0 points for a loss.

5. Game Length

- All games will consist of three 15-minute stop time periods.
- Teams will be allowed for a 3-minute warm-up. Pucks will be supplied for warmups.
- All games will be played in a 1.15 hr time slot. If the game is running long (>15min) straight time will be used and/or the playing time or flood schedule may be adjusted to ensure the overall schedule stays on time, this will be at the discretion of the tournament committee.
- Each team will be given a 1-minute break between periods.

6. Ice Floods

- Floods will occur after each 1.15 hr game. Should games be running behind, the flood schedule may be adjusted to accommodate.

7. Team Roster

- Please have a coach check-in with the Tournament Marshalls posted at each rink, prior to each game, to verify rosters and sign game sheets. If you would like a copy of your game sheet, please ask the Marshalls after the game.
- Team rosters must be final before the start of the first game and changes must not be made after that point.
- Any team staff present on the bench MUST be listed on the game sheets.



- Players will not be allowed on more than one team roster, if a situation arises in which teams are presented with a challenge, requests will be reviewed by the tournament committee, and decision will be finalized by committee members.
- **Please remember that any AP players that you may require for the weekend must come from the Hockey Sask approved affiliated players list and must be listed on your roster prior to your first game.**

8. Game Starts

- All games will start at the posted times, however, please have your teams ready 15 minutes early in case that the previous game had an early finish.
- Teams must be prepared to start 15 minutes prior to the posted schedule.
- Teams may be penalized for late starts at the fault of the team at a rate of 1 goal per every 5 minutes to a maximum of 3 goals, followed by an automatic loss and three goals assigned to the opposing team.

9. Equipment

- All players require helmets with full face masks and neck guards. Players not conforming to these standards will not be allowed on the ice until the equipment is in place.
- Second goalies are required to wear full equipment (including mask) when on the bench and not utilized in the game.

10. Mercy Rule

- Run time will apply when there is a 6-goal differential at any point during the 2nd or 3rd period. If the lead is decreased to less than 6, the game will return to stop time.

11. Referees

- The referee's decisions are final.
- PSMHA has a ZERO tolerance policy on verbal abuse towards officials. Any type of abuse towards officials and you will be asked not to return to the bench or playing surface. Should you have any concern please notify the planning committee.

12. Penalties

- During stop time a minor penalty will be assessed at 2 minutes while a major will be 5 minutes and misconduct, 10 minutes. During straight time a minor penalty will be assessed at 3 minutes, a major 7 minutes and misconduct, 15 minutes.
- The clock will not be stopped during straight time while the officials sort out penalties.
- In the event of coincidental penalties, neither team will skate short handed.
- 5 minor penalties = game ejection.
- 3 head contact penalties = game ejection.
- 3 stick penalties = game ejection.
- Players receiving a 5-minute major penalty will also be assessed a game misconduct penalty. If the infraction occurs in the last 10 minutes of the game or during overtime, the player may be subject to further discipline by the tournament committee, before the next scheduled game. All match penalties, checking from behind or head contact may also be subject to further review by the tournament committee. Additional discipline could include further game suspensions.

13. Player Injury



- Roster substitutions will not be allowed for injured skaters.
- Injured goalies may be replaced at the discretion of the Saskatchewan Hockey Association personnel.

14. Overtime for Finals

- If the game is tied at the end of the regulation time in the round robin format, the game will remain tied, and points will be assigned as per the round robin rule.
- In the Semi-final playoff games and finals, there will be a 5-minute stop time, 3 on 3 sudden death play.
 - o If a tie remains after the 5 minutes, a three person shoot out will be utilized. Each team will choose three shooters with the visiting team shooting first, alternating until all three shooters have taken their turn.
 - o If a tie remains, each team will choose one shooter at a time to shoot until a winner is declared. No player will be allowed to shoot more than once until the entire skater roster has been utilized.

15. Tie in Standings

- To determine the team's standing in the event of a tie following the round robin play the following shall be used:
 - o Head-to-head game winner will place ahead
 - o If still tied, the best goal average will be used and calculated as follows:
 - Total number of goals for divided by the total number of goals for and against (as per SHA tie breaker rule 3.08.01). The highest percentage will place ahead
 - o If still tied, the team with the least number of penalty minutes will place ahead
 - o If still tied, a single coin toss will determine the higher seeded team.

16. Time Outs

- Each team will be allowed one – 30 second time out per round robin and final game. Each team will be allowed one – 30 second timeout in overtime for final games.

ALL DECISIONS OF THE TOURNAMENT COMMITTEE ARE FINAL. ANY ISSUES NOT ADDRESSED BY THE TOURNAMENT RULES WILL BE DETERMINED AT THE SOLE DISCRETION OF THE TOURNAMENT COMMITTEE.

WE WISH EVERYONE THE BEST OF LUCK AND HOPE THAT ALL TEAMS HAVE A VERY ENJOYABLE WEEKEND.