

2020 Spring Ox- Bemidji, MN

April 3-5, 2020

Come play hockey at the Bemidji Community Arena while helping to fund the ongoing construction of the second sheet of ice. The Spring Ox features a scrimmage, followed by a draft for parity, then a series of games. This is a great opportunity to meet new friends and to play against old friends that you did not get to compete with during the winter season.

Players will register individually for this event. Each player will be placed on a team for Friday night's scrimmage. Players registering for the 2009/2010 level will be placed in one of two scrimmage groups based on their previous level of play. Following Friday's scrimmage, a draft of the players will occur and each team will play scheduled games on Saturday and Sunday.

Pricing:

Birth Year 2011/2012 (Mites/8U) will play half-ice games.

\$100/per player including jersey. (\$125/player after March 1st)

Maximum of 44 players.

Birth Year 2010/2009 (Squirts/10U) will play full-ice games.

\$150/per player including jersey. (\$175/player after March 1st)

Max of 64 players.

To Register, go to www.bemidjiyouthhockey.org

(All proceeds from the 2020 Spring Ox will be used to fund the second sheet of ice at BCA.)

2011/2012 (Mite) Format

- 1) Teams will have a maximum of 10 skaters and 1 goalie. (Goalie equipment available).
- 2) Teams will play in a jamboree format.
- 3) Sanford Health will provide an on-site athletic trainer for every game.
The athletic trainers will have the final say in the result of an injury and their decision will be FINAL with no protest. The Sanford trainer or supervising physician assigned to the game has FINAL authority to remove a player from the game/tournament if the athletic trainer determines the player has suffered a concussion. The Sanford trainers are trained in concussion management and are fully qualified to administer the USA Hockey rules governing concussions.
- 4) There will be hard board dividers set up across the red line, making two equal sized rinks. Teams will be expected to share the same bench during their game.
- 5) Mite games will consist of two 24-minute periods.
 - a. Schedule of each game:
 - i. 5 minutes = Warm-up
 - ii. Period 1= 24 minutes (Running time, buzzer every 2 minutes for line change. Time will not stop at buzzer.)
 - iii. Period 2= 24 Minutes (Running time, buzzer every 2 minutes for line change. Time will not stop at buzzer.)
 - b. The buzzer will sound every two minutes to signal a line change.
 - c. When the buzzer sounds, there will be a faceoff at the nearest faceoff dot.
 - d. If a goal is scored or the goalie freezes the puck, the offensive team should back out to approximately half-ice and the defensive team will take possession of the puck.
 - e. Penalties will be called; offenders will return to team bench for the remainder of the shift. Offending team will play short-handed until end of shift.
- 6) All players, including goalies are required to wear a non-clear (colored) internal mouthpiece, which covers all teeth of one jaw, customarily the upper.
- 7) Coaches must play players evenly and are encouraged to make an effort to adjust the rotating lines for parity between teams.
- 8) Each game will have an on-ice official.
- 9) There are no off-sides or icing, play will be continuous.

2009/2010 (Squirt) Format

- 1) Teams will have a maximum of 15 skaters and 1 goalie.
- 2) Only USA hockey registered referees will be used. This is a "NO PROTEST" tournament. REFEREES will have the final say on all calls.
- 3) Sanford Health will provide an on-site athletic trainer for every game. The athletic trainers will have the final say in the result of an injury and their decision will be FINAL with no protest. The Sanford trainer or supervising physician assigned to the game has FINAL authority to remove a player from the game/tournament if the athletic trainer determines the player has suffered a concussion. The Sanford trainers are trained in concussion management and are fully qualified to administer the USA Hockey rules governing concussions.
- 4) Games will consist of three 15-minute stop time periods.
- 5) There will be no overtime in the round robin format. Ties will be allowed. Two (2) points will be given for every win and one (1) point to each team for a tie. The team with the most points in round robin play finishes in first place followed by the next highest point winner and on down the line.
- 6) Rules for determining final point standing ties between round robin/pool play and Championship bracket teams are:
APPLIED IN ORDER:
 1. Head to head
 2. Fewest goals allowed (total all games)
 3. Goal Differential, (goals scored minus goals allowed): Maximum of a six (6) goal differential per game.
 4. Coin flip
- 7) All games will be running time when a six (6) goal lead exists after the second period. When running time is in use, the clock shall not be stopped for any reason except for injuries and/or rink problems and to enter a penalty and only at the discretion of the referee.
- 8) Tag-up for off-sides will be used.
- 9) Penalties will be two (2) minutes for a minor, five (5) minutes for a major, and ten (10) minutes for a misconduct.
- 10) Home teams will be the ones on the top of the brackets or the team listed first in round robin and pool play.
- 11) No jewelry can be worn except for medical or religious needs. Medical or religious jewelry must be taped to the body under the uniform as not to remain visible. Penalty: first offense, warning. Returning to the game without correction: game misconduct.
- 12) All players on the bench, including players not dressed to play, must wear a helmet with facemask.
- 13) Team Rest – Teams shall not participate in more than two (2) games per day nor shall they participate in more than one tournament at a time. There shall be a minimum of two (2) hours between games on the same day and ten (10) hours between games on consecutive days.
- 14) All players, including goalies are required to wear a non-clear (colored) internal mouthpiece, which covers all teeth of one jaw, customarily the upper.
- 15) Coaches must play players evenly however coaches may shorten shifts during the last five minutes of the third period only to give the team the best opportunity to win the game.

Schedule- May be subject to change.

2011/2012 Schedule:

April 3- 4:00 P.M. - 4:45 P.M. - Player sign-in and scrimmage team assignment.

4:45 P.M. - 5:45 P.M. - 2011/2012 Scrimmage

5:45 P.M. - 6:30 P.M. - Player draft with coaches followed by posting of teams to www.bemidjiyouthhockey.org

April 4 - 8:15 A.M. - 9:00 A.M. 2011/2012 Team meeting/Jersey distribution

9:00 A.M. - 10:00 A.M. 2011/2012 Games 1 & 2

3:00 P.M. - 4:00 P.M. 2011/2012 Games 3 & 4

April 5 -12:00 P.M. - 1:00 P.M. 2011/2012 Games 5 & 6

2009/2010 Schedule:

Scrimmage Group #1

April 3- 5:00 P.M. - 6:15 P.M. Group #1 Player sign-in and scrimmage team assignment, player/coach meeting.

April 3- 6:15 P.M. - 7:15 P.M. Group #1 Scrimmage (5 minutes warm-up, three 15-minute periods running time, no resurface)

Scrimmage Group #2

April 3 - 6:15 P.M. - 7:30 P.M. Group #2 Player sign-in and scrimmage team assignment, player/coach meeting.

April 3 - 7:30 P.M. - 8:30 P.M. Group #2 Scrimmage (5 minutes warm-up, three 15-minute periods running time, no resurface)

April 3 - 8:30 P.M. – 9:00 P.M. Player draft with coaches followed by posting of teams to www.bemidjiyouthhockey.org

April 4 - Game #1 10:30 A.M.

Game #2 12:00 P.M.

Game #3 4:30 P.M.

Game #4 6:00 P.M.

April 5 - Game #5 8:30 A.M.

Game #6 10:00 A.M.

Consolation 2:00 P.M.

Championship 3:30 P.M.