



Minneapolis Winter Storm Tournament

January 24-26, 2025

Game Play:

1) Game & Period Length:

- Tournament games will have 60 minutes of ice time scheduled for the playing of each game.
- 60-minute games will consist of a 5-minute warmup, and (3) 12 minute stop time periods.
- Teams are allowed (1) one-minute timeout per game.
- Resurfacing between games
- Running time begins in the third period when a team gains a five (5) goal advantage. The clock will revert to stop time if the five (5) goal advantage is not maintained.
- Four (4) divisions are playing in this tournament, with Eight (8) teams in each division.
 - 12UB1, 12UB2, 10UB1, 10UB2
 - Brackets may change if divisions are not filled
- All teams are guaranteed 4 games

2) Games 1, 2, and 3:

- Opponents are selected at random, but potentially moved in an attempt to limit teams from the same district playing each other.

- Games will be played to a Win, Loss or Tie, there will be No overtime in games 1, 2, or 3.
- Points will be awarded:
 - 2 – Points for a Win
 - 1 – Point for a Tie
 - 0 – Points for a Loss
- Tie Breaker Order:
 - Head to Head
 - Total Goal Dif +/-
 - Total Goals +
 - Least Penalty Minutes
 - Coin Toss

3) Game 4:

- Finals will be played on Sunday.
- Seeding will depend on total points gained from Games 1-3. Tie Breakers will be used to determine seeding if point totals are tied. Top seed is the HOME team.
- Final Game Tie:
 - If there is a tie at the end of regulation time, there will be a
 - one (1) minute rest period followed by a
 - five (5) minute running time, 5v5 sudden death overtime. Teams stay on the same side as period 3.
 - If the game is still tied after overtime, a 1-minute rest will be followed by a shootout.
- Shoot-out Rules:
 - Goalies will remain in the net as they were at the end of the third period.
 - Players will begin from the red line. Only one shot allowed – no rebounds.
 - Puck must maintain forward momentum, If a player loses control of the puck it will count as a shot on goal.
 - The first group of three (3) players, determined by the coach at the end of overtime, will take alternate shots with the HOME team shooting first.

- If there is a goal difference after all three (3) players from each team have taken a shot the team with the most goals will be the winner of the game.
- If there is a tie after the first three (3) players from each team, SUDDEN DEATH begins, and the first team to score will win. The head coach of each team will continue to send out skaters until there is a winner.
- A team must use all rostered players (except dressed backup goalie) once before any player can take a second shot.
- In the event where game time becomes an issue, the Tournament Supervisor may move directly to a shoot-out, (i.e. bypass the 5x5 overtime)

Rules:

1. All games will be played under USA Hockey Rules as modified by MN Hockey with additions and exceptions listed below.
2. All teams participating must be registered with USA Hockey. Participation is subject to approval by the Tournament Director.
3. Only USA Hockey registered referees will be used.
4. Credentials - Each team must present a team roster at the time of check-in at the tournament which states it is a USA HOCKEY APPROVED CERTIFIED ROSTER. Rosters generated by the Online Registration Program can be supplied by a mobile device, although service can be spotty, so you may want to have a paper copy.
 - Please submit the link to your Certified Roster to JLenz@mplshockey.com
 - ALL coaches must be listed with their current CEP# and not expired certification dates or they will not be allowed on the bench. Please ensure it is updated before the tournament.
5. All players must wear HECC or CSA approved helmets and facemasks.

6. All Players including Goalkeepers are required to wear an internal, colored mouth-piece, which covers all remaining teeth of one jaw, customarily the upper.

7. Medical Attention - A Certified Athletic Trainer, Emergency Medical Technician (EMT), paramedic or medical or osteopathic physician shall be retained by the sanctioned tournament and in attendance at all games. The retained medical personnel have the final say on whether an injured player can return to the game.

8. A maximum of Twenty (20) players, including goaltenders may be rostered and dressed by each team for each game. Home teams will wear light jerseys. Not more than four (4) adults (coaches only) will be allowed in the player's box during games.

9. The tournament will use the standard black puck.

10. Game Start Times: All teams must be prepared to start up to 15 minutes earlier than the scheduled start time if games are running ahead of schedule. Coaches will be given at least 5 minutes advance notice if a game will be starting early.

11. Penalties:

- Minor: 1 Minute (60 seconds)
- Major: 5 Minutes
- Misconduct: 10 Minutes
- Game Misconduct: Game Plus 1 Additional game.
- Fighting: Any player receiving a penalty for fighting will be suspended for the balance of the tournament.
- Any player who receives a third penalty will be out for the balance of the game.
- In the event of excessive penalties, (more than a combined total of 12 penalties for both teams) the Tournament Director may at their sole discretion decide to change that game from stop time to running time for the balance of the game.

12. Player, Coach, & Fan Conduct: The conduct of all players, coaches, and fans is to be beyond reproach both on and off the ice. A ZERO TOLERANCE policy regarding abusive language and unsportsmanlike behavior toward anyone is

strictly enforced. Any misconduct by any team member or team fan can result in immediate disqualification of the entire team from the tournament.

13. Bench/Referee Communications: Coaches and players are not permitted to argue or complain about any calls made by the referees. Coaches may ask for clarification on calls in a calm constructive adult manner. Coaches should not yell or shout any negative comments or remarks about referees either directly or indirectly. Any coaches displaying any unacceptable behavior, including yelling, screaming or swearing on the bench may be given a bench penalty or ejected from the game. Game box officials and tournament employees are also instructed to inform referees of any of the above-mentioned inappropriate behavior by coaches. Any coaches who are ejected from games for any such behavior will also be reported to their home association and District Ace Coordinators.

14. Parent Protests & Complaints: Only the head coach is permitted to approach tournament officials, referees, or employees with complaints or protests. Coaches are responsible for their team's parental behavior and the tournament directors have the authority to issue a team forfeit of any game when a parent of a team breaks this rule or any other zero tolerance rules. Coaches are required to inform all the team's parents attending the tournament of this rule and the consequences to the team for any individual breaking this rule before arriving at the tournament.

15. Protests: No protests will be permitted regarding rule interpretations or judgment calls made by game officials. All referee and tournament official decisions are final. Any coach or team official threatening to pull their team from a game or tournament will be reported to their Association and District.

16. Arena Ejection: There is absolutely no excuse for any inappropriate yelling, screaming, swearing or any other unacceptable behavior by any coach, parent, or fan. Adults are expected to act appropriately and not let the emotion of the game affect their behavior or demeanor. Any adult acting inappropriately will be required to leave the arena. All tournament and arena staff have the authority to eject anyone from the ice arena property who they feel is violating this or any other zero tolerance rules and they are instructed to call the police if anyone refuses to leave.

17. Rink Manager, Tournament Director reserve the right to change tournament rules at any given time with written or verbal notice to team

18. Covid: All teams and spectators must abide by any Covid protocols enforced by the arena, the association, or local governments at the time of the tournament. The tournament director will notify team managers if there are any protocols in place.