



Tournament Rules

Rev: 4 – 9/20/2024

SECTION 1:

1. General Information

- a. All games will be played under USA Hockey rules as modified by MN Hockey.
- b. A current rule book will be available at the score keeper's table.
- c. All referees will be registered with USA Hockey.
- d. Scheduling of referees will be done in accordance to MN HOCKEY District 5 requirements.
- e. Medical attendants will be provided for each game.
- f. All participating players must be in compliance with all USA HOCKEY approved protective gear. Canadian teams must wear protective equipment as designated by CAHA.
- g. Rosters will be checked against your official USA HOCKEY ROSTER. Twenty dressed players will be allowed on the bench for games.
- h. Only four coaches, listed on the official USA HOCKEY roster, will be allowed on the bench for games.
- i. The ice will be resurfaced before each game. (EXCEPTION: Bantams/15U games may have resurfacing done every two periods.)
- j. One timeout will be allowed per team per game.
- k. There will be at least 2 hours between scheduled team play on the same day, and at least 10 hours between games played on consecutive days.
- l. Each team must provide their own insurance. The Hutchinson Hockey Association or personnel connected with the tournament shall not be liable for any injuries sustained during the tournament.

SECTION 2:

1. Game Format

- a. Warm Up
 - i. 5 minute warm-up prior to the start of the game
- b. Stop Time
 - i. 15 minute stop time for PeeWee, 12U, Bantams, 15U and Jr. Gold for all three periods
 - ii. 12 minute stop time for all other levels for all three periods
 - iii. Time will stop for injuries and / or penalties
- c. Running Time
 - i. Running time during the third period if a 6 goal lead or more is maintained. Applies to all levels of play.
- d. Penalties
 - i. 10U/Sq will have 1 minute penalties
 - ii. Pee Wee and 12U will have 1:30 penalties
 - iii. Bantams will have 2 minute penalties

SECTION 3:

1. Tiebreakers

- a. Bracket Play - There will not be ties in bracket play
 - i. Games ending in a tie at the end of regulation play will then play a 5 minute 4 on 4 "sudden death" overtime period.
 - ii. If the game remains tied after the 5 minute "sudden death" overtime period, teams will use a shoot-out procedure.
 - iii. Each team will select (3) players to shoot.
 - iv. A coin toss will determine which team will take the first shot
 - v. Teams will alternate their initial (3) selected players until a winning team is determined.
 - vi. If, after all three (3) players from both teams have completed this procedure, the tie still has not been broken, the shoot-out will go to a "sudden death" format.



Tournament Rules

Rev: 4 – 9/20/2024

1. Each team having an equal number of chances, alternate shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.
- b. Pool Play
- i. **Upper Pool** - Upper pool games can end in a tie. There will be no “sudden death” overtime periods in upper pool play. The method for determining the final standings will be as follows:
 1. Two (2) points will be awarded for a win
 2. One (1) point will be awarded for a tie
 3. Zero (0) points will be awarded for a loss
 4. One (1) point will be awarded for a shutout
 - ii. If there is two or more teams tied at the end of the upper pool games, the method for determining the places for lower pool play are set forth for each individual tournament by the tournament coordinator. The tournament coordinator’s decision is final.
 - iii. **Lower Pool** - Lower pool games that determine tournament placement and are tied at the end of regulation time will not change goals, have a 1 minute rest period, and will then play a 5 minute 4 on 4 “sudden death” overtime.
 - iv. If the game remains tied after the 5 minute “sudden death” overtime period, teams will use a shoot-out procedure.
 - v. Each team will select three (3) players to shoot.
 - vi. A coin toss will determine which team will take the first shot
 - vii. Teams will alternate their initial (3) selected players until a winning team is determined.
 - viii. If, after all three (3) players from both teams have completed this procedure, the tie still has not been broken; the shoot-out will go to a “sudden death” format.
 1. Each team having an equal number of chances, alternates shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.
- c. Round Robin Play
- i. **Round Robin Play**- Round robin pool games can end in a tie. There will be no “sudden death” overtime periods in round robin tournaments. The method for determining the final standings will be as follows:
 1. Three (3) points will be awarded for a shutout win
 2. Two (2) points will be awarded for a win
 3. One (1) point will be awarded for a tie
 4. Zero (0) points will be awarded for a loss
 - ii. If there is two or more teams tied at the end of the upper pool games, the method for determining the places are set forth for each individual tournament by the tournament coordinator. The tournament coordinator’s decision is final.

SECTION 4:

1. General Rules

- a. Any person involved in a fight before, during, or after a game will be ejected and disqualified from the tournament.
- b. Any player who drops their gloves or stick during a game or otherwise engages in a fight, will be ejected. Written notification will be sent to the District 5 Director and Referee in Chief.
- c. Abusive language or unacceptable conduct will not be tolerated from players, team officials, or fans. The tournament committee will ask anyone involved in this behavior to leave the arena property immediately.
- d. A game ejection will be automatically assessed when a player receives their fourth penalty during a single game; the player will be removed only from the game being played. Enforcing this penalty will be the joint responsibility of the referees, the scorekeeper, the coach, and the player. Any team that allows a player to continue to participate after their fourth penalty will forfeit that game.



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Rev: 4 – 9/20/2024

- e. Game Misconduct Penalty [Suspensions]: Any game misconduct penalty assessed during a tournament game shall result in:
 - i. Ejection from current game.
 - ii. Suspension from the next tournament game.

If the game misconduct penalty is assessed during the last game of the tournament, the player is ejected from current game and the additional game suspension should be assessed based on that team's district rules.