

# N.A.F.E. SHOWCASE Rules 2025

## Game Rules

- Games will be played under modified USA and Canada Hockey Rules.
- Rosters: Teams may roster up to 20 players.
- Jerseys: Home team wears White/Light jersey, Away team wears Dark.
- Teams must be ready to play 10 minutes before published game time.
- Tournament will provide warm up pucks, leave yours at home!
- Icing: Regular icing rules. No icing will be called when a team is shorthanded.
- Offsides: Touch up offsides is permitted at all levels.
- Crease: Players are permitted to be in the goal crease if they are not impeding on the goalie's ability to move freely within the crease.
- Four minute warm-up.
- Period Lengths:
  - 18U, 2010 & 2011 will play three 20-minute stop time periods. Ice resurfacing will occur every two periods.
  - 2012, 2013, 2014 & 2015 will play three 14-minute stop time periods. Ice resurfacing will occur after the third period.
- Running time occurs once there is a five-goal differential at any time. If the differential falls below five, the game will return to stop time.
- Penalties: 2 Minute (Minor), 5 Minute (Major) and 10 Minute (Misconduct)
- There will be 1 (one) minute timeout per team, per game.
- Two hour minimum rest period between games.
- Fighting: Fighting, racial slurs or homophobic slurs will result in Tournament Disqualification.
- Zero-tolerance policy- Any abusive language or conduct directed to the game officials by the players, coaches, managers, parents or spectators will not be tolerated. Corrective action will be taken; this may include removal from the arena grounds. All participants (players, coaches and fans) are expected to show good sportsmanship.
- Noise makers are NOT allowed.

## Pool Play

- Scoring:
  - Regulation Win=3pts.
  - OT/Shootout Win= 2pts.
  - OT/Shootout Loss= 1pt.
  - Regulation Loss= 0pts.

## Overtime

- **Pool play / Semi-finals / Crossover games:** 1:00 Rest Period. Goalies will defend the same end as the 3rd period.
  - Overtime is played 3-on-3 with a 3:00 run time period.
  - If there is no winner after OT, there will be a one-player sudden death shootout. Teams must exhaust all eligible players on their roster before repeating any shooter.
- **CHAMPIONSHIP-**1:00 Rest Period. Goalies will defend the same end as the 3rd period.
  - First Overtime is played 4-on-4 with a 4:00 run time period.
  - If no winner after OT 1, 1:00 rest period.
  - Second Overtime is played 3-on-3 with a 3:00 run time period.
  - If there is no winner after 2nd OT, there will be a one-player sudden death shootout. Teams must exhaust all eligible players on their roster before repeating any shooter.

## Tiebreakers

Teams will be ranked based on points earned during pool play. If two teams are tied after the preliminary round, tie breakers will be as follows (in case of a tie between more than 2 teams, tiebreakers start with Goals Allowed):

- Head-to-head competition
- Goals allowed
- Goal differential (5 goal max per win)
- Goals scored
- Least penalty minutes
- Coin toss (Done by tournament director with both coaches present)

**Playoff Formats**

18U- Teams seeded 1-9. 1-4 seeds play semis. Seeds 5-8 play crossover placement games.

2010- Pool A&B seeds 1 & 2 play in the championship bracket. Pool A&B seeds 3 & 4 play consolation bracket.

2011- Teams seeded 1-9. 1-4 seeds play semis. Seeds 5-8 play crossover placement games.

2012- Pool A&B first and second seeds play semis. Seeds 3, 4 & 5 play crossover games.

2013- Teams seeded 1-9. 1-4 seeds play semis. Seeds 5-8 play crossover placement games.

2014- Pool A&B first and second seeds play semis. Seeds 3, 4 & 5 play crossover games.

2015- Team seed 1-5. Seed 1 gets bye to chip. Seeds 2 & 3 play-in to chip. Seeds 4 & 5 play cons.