



RIVER FALLS TOURNAMENT RULES AND REGULATIONS

Thank you for choosing our tournament, we try to provide a great experience for all. A few reminders to help us accomplish that before starting your tournament games. We are a **ZERO TOLERANCE FACILITY** - all officials' calls are final. The tournament director or tournament liaison if director is not in the facility has the authority to make/change any decision regarding tournament behavior, concerns, or general operating of the tournament. Example may be changing the Zamboni from every 2 periods to once a game should we get behind, or if they need to decide regarding the return of a skater that has been kicked out of a game for behavior. Even if it is posted in the tournament rules, sometimes situations come up that you cannot plan for. We do this for the best outcome of the tournament.

- 1. Rosters** - Each team may have a maximum of (18) players, plus no more than (2) goaltenders for a team total of twenty (20) on the player roster. Not more than four certified coaching personnel will be allowed on the player's bench while games are being played. Only players on the roster may be on the bench. An official roster must be given to the tournament director or liaison(s) prior to the team's first game.
- 2. Game Structure/Ice Resurfacing** - All games will be played according to USA hockey rules, as amended by WAHA.
 - Warm-ups: 4 minutes for all levels
 - Period times are as follows:
 - Squirts/PeeWee/U10 girls/U12 girls - Three stop time 12-minute periods. Zamboni at the end of each game.
 - U14/U15 Girls/Bantams - Three stop time 15-minute periods. Zamboni every two periods.
 - Run time will occur anytime there is a 6-goal lead, if the lead drops to less than 6, stop time will resume. Clock stoppages during run time will occur for penalties, injuries, goals and surface.
 - Rest time between periods with no Zamboni is 1 minute.
 - Each team will receive 1 one-minute timeout during regulation play.
 - **PLEASE BRING YOUR OWN WARM UP PUCKS.**

3. The **home team** will be the **top team** listed in a bracketed tournament and the **first team** listed in a round robin format. The home team will wear white and will sit on the home bench. **Exception** - If a River Falls/Blackcats team is listed on the bottom of a subsequent bracket, they remain the home team.

4. Penalties - Squirts/U10 girls/U12 girls/PeeWee will have 1:00 for a minor penalty. U14 girls and Bantams will have 1:30 for a minor penalty. Any player receiving 4 penalties in one game will be removed for the remainder of the current game. Someone will need to be put in the box to serve the skaters 4th penalty. If a skater receives a 1 minute plus a 6-minute (Squirts/U10 girls/U12 girls/PeeWee) or 1:30 minute plus an 8-minute (U14/Bantam) misconduct that will count as 2 penalties. If a player receives a major penalty, that will also count as two penalties. If a skater is still in penalty box at the end of regulation, they are not able to participate in a shootout.

5. There will be **Zero Tolerance** for fighting, profanity, abuse of on or off ice officials, this includes verbal or physical abuse. Any team player, coach, or spectator displaying poor sportsmanship or conduct on or off the ice, may be suspended from the tournament for the remainder of the tournament. Officials will be instructed to eject any player from the game for fighting.

6. Bracketed Tournament - In the event of a tie at the end of regulation, teams will be given a 30 second rest period. Then the OT will go to a three-skater shootout. If still tied after that you will go one by one until someone wins in the shootout. **Exception** - Trophy games will go to a one 5 minute 4 on 4 sudden victory OT period (no timeouts during OT) - only then will it go to a three-player shootout and then one-person shootout if still tied. There will be no additional Zamboni no matter how many minutes of OT.

7. Round Robin Format – There will be no overtime periods in round robin play. Before each game (after warmups) a three-player shootout will occur for an extra point in the tournament. If tied the shootout will continue one at a time until a winner is reached. Game points - 2 points for a win, 1 point for a tie, 0 points for a loss, 1 point for winning the period, and 1 point for a shutout for a maximum of 7 points possible per game including the pregame shootout. In the event of a total points tie between teams the following tie breakers will be used:

- A. Result of Head-to-Head game between tied teams
- B. Least goals allowed during the tournament
- C. Least penalty minutes
- D. Goal differential, goals scored minus goals against
- E. Coin Flip

In the event of a tied placement game, the game will go to a three-player shootout, if it is then still tied, the shootout will proceed one at a time until a winner is reached. If at the end of a

trophy game regulation it is tied, the game will go to one 5 minute 4 on 4 sudden victory OT period (no timeouts during OT) - only then will it proceed to a three player shootout, then one at a time until a winner is reached. There will be no additional Zamboni no matter how many minutes of OT.

8. Shootout Rules - All skaters on the roster must participate in a shootout before a player may go again. If a skater is in the penalty box at the end of regulation (or OT) they CANNOT participate in the shootout.

9. Locker Rooms - No player will be allowed in the locker room without adult supervision. Cell phone cameras are not allowed to be in the locker room and pictures are not allowed to be taken inside the locker room. Any damage done or items taken will be the responsibility of the team using the locker room. Locker rooms will be patrolled and checked after each game. Please pick up your team's garbage.

*******All teams should arrive at least 30 minutes prior to the game and be prepared to enter the ice 15 minutes early if running ahead of schedule.**