

# 2023 - 2024 IWHYHA TOURNAMENT RULES

USA Hockey Official Rules of Play will govern all play except as stated below:

1. PLAYTIME:
  1. Mites 2 - 16-minute periods
  2. Squirts 12-minute stop time.
  3. Pee Wee, Bantam and Midget 15-minute stop time.
  4. Each team will be permitted one (1) 60-second time out per game.
2. OFFSIDES
  1. With the exception of Mites, Offsides will be called and the play whistled dead.
  2. The puck must always precede the team which has possession of it across the opposing team's blue line. If a player crosses the blue line ahead of the puck, he/she is offsides and the play is whistled dead.
3. ICING
  1. With the exception of Mites, Icing will be called and the play whistled dead.
  2. If the team in possession of the puck sends it from its half of the ice across the other team's goal line without the opposition being able to play it, play is whistled dead and the faceoff is brought back to that team's end.
4. PENALTIES:
  1. Mites: None
  2. Squirts: Minor 1 minute, Major 3 minutes, Misconduct 6 minutes
  3. PeeWee: Minor 1 ½ minutes, Major 4 minutes, Misconduct 8 minutes
  4. Bantam: Minor 1 ½ minutes, Major 4 minutes, Misconduct 8 minutes
  5. All Others: Minor 2 minutes, Major 5 minutes, Misconduct 10 minutes
5. RUNNING TIME:
  1. After the first period, a six (6) goal lead will result in run time.
  2. Clock will stop to record goals, during penalties, and in case of injury.
6. SHOW UP TIMES:
  1. We ask that all teams be at the rink and ready to play 15 minutes before their scheduled game time. Games may be started early when time permits. Coaches are responsible to review, verify and sign the game rosters and score sheets before each game.
7. BENCHES
  1. Maximum of 4 coaches on the bench in a given game
8. WARM-UP / RESURFACING:
  1. A three-minute warm-up will be permitted at the beginning of each game.
  2. Ice will be resurfaced between games for mites, squirts, peewees. Bantams will be completed every two periods.
  3. A one-minute period break will be used between periods and a two-minute period break will be used between the 3rd period and overtime if applicable.
9. SAFETY:
  1. All players must wear helmets with the HECC approved facemask at all times while on the ice.
  2. Internal mouth guards are required and must be colored, not clear.
10. SCORING – Pool Play:
  1. Win = 3 points, Tie = 1 point, Loss = 0 points
  2. Ties will be allowed to stand in pool games. If there is a tie in total points, the following criteria will be used to break the tie to determine placement:
    1. Head to Head

2. Goal Differential (no team will be credited with more than a 7 goal differential per game)
  3. Fewest Penalties minutes
  4. Most Goals
  5. Coin Toss
11. OVERTIMES: (non-pool play)
1. Five (5) minute sudden death, 4 on 4 with goalies, two minute break
  2. Three Player Shootout
    1. The goalie who was last in the game during the preceding overtime period must initially represent their team in the shootout.
    2. Teams will alternate shooting on the opposing team's goal until all 3 shooters for each team have attempted a shot. The Home team will shoot first.
    3. The team that scores the most goals during the shootout will be the winner of the game.
    4. If the shootout ends in a tie, each team will designate one new player (replacing one of the original 3 shooters) and the shootout process will be repeated until a winner is determined.
12. ROSTERS
1. USA Hockey rosters must be sent to the tournament director at least 14 days in advance of the Tournament date

The TOURNAMENT DIRECTOR (or in his/her absence his/her designee) will settle any disputes. The director (or designee) also has the authority to switch to run time, or change ice resurfacing schedules if any tournament gets significantly behind the posted schedule. The Tournament Director can NOT overturn decisions made on the ice by officiating crew during the game.