

Apple Valley Burnsville Hockey Association
November Classic
November 20th - November 23rd, 2025

INFORMATION & RULES

General Information:

Games will be played at the Burnsville Ice Center - Rinks 1 and 2 - located at 251 Civic Center Parkway, Burnsville, MN 55337, Hayes Arena located at 14595 Hayes Road, Apple Valley, MN 55124 and Apple Valley Sports Arena located at 14452 Hayes Road, Apple Valley, MN 55124.

All levels (Squirts, Peewee & Bantam) will start with Pool Play games on either Thursday afternoon or Friday morning. Each team will play a minimum of four (4) games, with a maximum of five (5) games.

Each game played will have a "Player of the Game" selected from both teams for sportsmanship and teamwork awarded by the tournament officials at the end of each game. No player will be considered that has had a penalty during the game.

Team trophies will be given for 1st, 2nd, 3rd place for all levels.

A "Most Valuable Player" (MVP) and "Most Valuable Goalie" (MVG) of the tournament award will be given to one (1) skater and one (1) goalie from each level, decided upon by opposing teams coaching staff nominating a player after each game as well as performance based as evident by game statistics. No player shall be allowed to receive the MVP/MVG award that has been assessed a Game Misconduct penalty whether by single incident or grouping of penalties as noted in the District 8 penalty rules below. Final determination falls with the Tournament Director.

Twenty (20) players may be rostered and suited up per team for each game. Not more than (4) coaches will be allowed on the bench.

Teams MUST be ready to play 15 minutes before the scheduled game time. Games do start early if possible, so be prepared.

Home teams will be listed first on the schedule. Home teams wear white (light) jerseys unless both coaches agree to a different arrangement. Both on-ice officials and off-ice officials MUST be notified of the change prior to warmups.

Each team will be allowed one (1) minute time out per game during regulation.

If time allows- at the discretion of the tournament director- the ice will be resurfaced PRIOR to the start of the Championship games of ALL levels (and after the 2nd period for Peewee and Bantam).

All games will be officiated by USA Hockey certified referees. Only medical staff, players, officials and coaches are allowed on the ice before, during and after games. PARENTS: 1 member from the team with a valid USA Hockey registration number will be allowed on the ice to take pictures after the Championship and 3rd place games, if time allows.

Game Length

A. Games at the Squirt level will consist of three (3) twelve (12) minute stop time periods.

B. Games at the Peewee level will consist of three (3) fifteen (15) minute stop time periods.

C. Games at the Bantam level will consist of three (3) fifteen (15) minute stop time periods.

Ice will be resurfaced after every two (2) periods, the tournament director may go to only 1 resurface due to time. All Championship games will start on resurfaced ice. If time allows, all 3rd place games will start

on resurfaced ice.

Runtime

In the 3rd period of all POOL games, if a team is ahead by 6 goals or more, RUNNING TIME will be used until the margin is lower than 6 goals. This rule will also apply to friendly games

Semis, 3rd place, or Championship games - in the 3rd period if a team is ahead by 7 goals or more, RUNNING TIME will be used until the margin is lower than 7 goals.

If the tournament is running behind schedule, the Tournament Director may require that the 3rd period of any game be RUNNING TIME until the final 3 minutes. This is the sole discretion of the Tournament Director. The referees will notify both benches if this becomes necessary.

If an injury occurs that requires the EMT, then there will be stop time.

Rules:

1. USA HOCKEY CERTIFIED OFFICIALS WILL BE USED FOR ALL GAMES.

2. CERTIFIED MEDICAL ATTENDANTS WILL BE PROVIDED FOR EACH GAME

If the medical attendant determines there is a potential head injury, players will not be allowed to play any more tournament games until cleared by a medical Dr.

3. ALL GAMES WILL BE PLAYED UNDER USA HOCKEY RULES AS MODIFIED BY MN HOCKEY.

4. DISTRICT 8 TEAMS MUST PLAY BY DISTRICT 8 RULES.

Penalties

Please note penalty times are based on game length as required by USA Hockey rules as modified by MN Hockey.

Squirt A: Minor - 1:00; Major - 5:00; Misconduct - 10:00

Peewee A: Minor - 1:30; Major - 5:00; Misconduct - 10:00

Bantam A: Minor - 2:00; Major - 5:00; Misconduct - 10:00

- a. A 2 & 10 minute misconduct for Checking from Behind, Boarding, Charging, Head Contact.
- b. A 5 minute major and game misconduct for Checking from Behind, Boarding, Charging & Head Contact that is head first into the boards or goal frame and/or resulting in injury.
- c. If a player has 2 misconducts in a game, the second results in a game misconduct.
- d. Absolutely no fighting will be tolerated, for any reason, during the games in this tournament. Fighting will result in the player being disqualified from further tournament play.
- e. Any player who receives 4 penalties in a game will receive a game misconduct, will be ejected from the current game, and suspended for the following game
- f. Any team who receives 12 penalties in a game will result in the Head Coach receiving a Game Misconduct and they will be suspended from the following tournament game or their next game if it's the last game of the tournament

- g. A game misconduct results in removal from the current game, and the following game of the tournament
- h. Coaches that are removed from a game due to abuse of officials (Game Misconduct) will receive a 3-game suspension and be reported to D8 and MN Hockey for potential further discipline at the discretion of D8 and MN Hockey
- i. Spectators are expected to conduct themselves in a positive manner. Any spectator who is removed from the rink will not be permitted back in the rink for the remainder of the tournament.

Tournament Scoring for ALL levels

- a. Two (2) points awarded to the winning team in regulation time.
- b. One (1) point awarded to both teams for a tie in regulation time.
- c. Zero (0) points awarded for a regulation loss.
- d. The maximum possible points per game is two (2). In the event of a forfeit, the forfeiting team will receive 0 points, and the other team will receive 2 points (score will be 1-0)

Pool Tie-breaker Bracket Seating

If needed to seed bracket games, the following tie-breakers will be utilized until the tie is broken and the team breaking the tie will be placed as the higher seed.

- 1) Most Points Acquired
- 2) Head-to-head
- 3) Most Wins
- 4) Goal Differential: total goals scored-total goals allowed (highest number wins; 6 goal max per game)
- 5) Fewest Goals Allowed
- 6) Most Goals Scored
- 7) Least Penalty Minutes
- 8) Coin toss by tournament director in the presence of both teams head coaches

Semi-final and Championship Games Overtime

In the event of a tie game at the end of the regulation play, the following procedure shall be followed

Squirt, Pee wee and Bantam:

- A. 8 Minute running time '4 on 4' sudden death
- B. Clock will switch to stopped time for penalties
 - a. If a penalty is assessed on a team, the penalty is played out 3 on 4. If the same team is assessed another penalty, the penalty is played out 3 on 5.
- C. If it is still tied, there will be a sudden death shootout
 - a. 3 player shootout, 3 players from each team selected by the coach will alternate taking shots
 - b. All players are available, but each player may only be used once until everyone on the roster has had a turn.
 - c. Teams must continue through their order before a player is allowed to attempt a second shot.

All games played according to the Zero Tolerance Policy rules 601 and 633.