



NORTH METRO YOUTH HOCKEY PIRATE CLASSIC RULES

1. Only USA Hockey registered referees will be used. No exceptions.
2. A certified athletic trainer or Emergency Medical Technician (EMT) will be in attendance for each game.
3. All games will be played according to USA Hockey Rules as amended by Minnesota Hockey with the exceptions listed below. Because the rules for the COVID-19 pandemic change frequently, those rules as put out by the MDH and MN Hockey would take precedence. See attached for current NMYHA/Arena COVID Rules.
4. Canadian teams must wear protective equipment as designated by CAHA.
5. Game Times:
 - a. Squirts - Games will consist of three (3) twelve-minute (12) periods, and the ice will be resurfaced after each game.
 - b. PeeWees - Games will consist of three (3) twelve-minute (12) periods, and the ice will be resurfaced after each game.
 - c. Bantams - Games will consist of three (3) fifteen-minute (15) periods, and the ice will be resurfaced after the second period and after each game.
 - d. Running Time/Stop Time - If there is a six goal (or greater) goal differential in the third period, the clock will switch to running time. If the goal differential becomes less than six goals, stop time will resume.
6. Properly certified Minnesota Hockey rosters must be submitted at check in. Once submitted, the roster is final.
7. Consent to treat forms are no longer collected at tournament registration, but it is still recommended that each team manager or coach has insurance information and/or consent to treat forms available if necessary.
8. USA Hockey and MN Hockey Rule book will be available in the tournament office throughout the entire tournament.
9. Twenty (20) players may be rostered and dressed by each team for each game. The coaches are required to tell tournament personnel if a player is suspended or hurt in order to remove them from the roster. No more than three (3) coaches with the appropriate credentials will be allowed in the player's box during games/overtimes.
10. Penalties

The length of minor penalties shall be prorated for the following period lengths:

 - 12 minutes or less – 1:00 minor penalty
 - More than 13 but less than 17 minutes – 1:30 minor penalty
 - 17-20 minutes – 2:00 minor penalty

All Bantam and Jr. Gold will stay at 2:00 minor penalty

 - a. Major Penalties – 5 minutes
 - b. Misconduct – 10 minutes
 - c. Fighting - Automatic game misconduct – ejection from the game and the rest of the tournament

Players who receive their fourth minor penalty during one game will be ejected from the remainder of the game. The player will be escorted off the ice immediately upon the receipt of the fourth penalty and their team will place another player in the penalty box to serve the penalty. The ejected player can resume play in subsequent games.



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Note: Absolutely NO FIGHTING will be tolerated during this tournament. Referees are instructed to eject any player who drops their stick or gloves or otherwise engages in action to injure. Flagrant fouls. As determined by the referee, will result in the disqualification of the offending player(s) from the tournament.

Note: In the event a coach or manager received a game misconduct penalty, the referee will inform them that they have five (5) seconds to vacate the player's box. Failing to leave the player's box, the coach or team manager will receive a bench minor penalty. If the coach or manager still has not left the player's box, the referee will inform him/her that they have fifteen (15) seconds to leave. If the coach or manager fails to leave, their team shall forfeit the game.

11. All players will be required to wear helmets with approved facial and colored internal mouth guards at all classifications. Throat protectors are strongly recommended and required for all teams whose associations or districts require their use.
12. North Metro teams will always be seeded as the home team. The team designated as the home team will wear white jerseys. Teams are to bring both home and away jerseys to the arena for each game.
13. Tie games (other than pool play, championship, third place, and consolation games)
 - a. Ties shall be resolved by a non-sudden death five-player shootout.
 - b. There will be a two-minute rest period before the shootout begins.
 - c. Coaches will submit their five shooters (in the order that they will shoot) to the scorekeeper.
 - d. The shooters must shoot in the order submitted.
 - e. Only designated shooters will be allowed on the ice - all other players must remain on the team bench.
 - f. If no winner is declared following the first set of five shooters, another five skaters per team will shoot and so on.
 - g. Teams must use all players on their roster, excluding goalies, before repeating any shooter.
 - h. This will continue until there is a winner declared.
 - i. The team with the most goals after any set of five shooters will be declared the winner.
14. Ties for championship, third place, and consolation:
 - a. If the game is tied at the end of regulation, there will be a two minute rest period followed by a five-minute (5) sudden death overtime with four (4) skaters and a goalie.
 - b. In the event that no goal is scored, there will be another two minute rest period and a second five-minute sudden death overtime shall be played with three (3) skaters and a goalie.
 - c. If no goal is scored, the game will go to a shootout, following the shootout procedure listed in rule #13.
15. All decisions of the referee are final. There are no protests allowed.
16. There must be an adult (coach or manager) in the locker room when any of the team members are in the locker rooms. The locker rooms will be locked during all games. NMYHA tournament staff will control the keys.
17. Anyone having any questions or concerns regarding the tournament may speak to any tournament official.
18. All teams shall be ready to take the ice fifteen (15) minutes before their scheduled start time. If the ice is ready, we will start early.
19. If a player is unable to play the game due to injury reasons, but wishes to sit with their teammates on the team bench, the player may do so provided they wear a team jersey and helmet.
20. Jewelry shall not be worn except for religious or medical reasons.
21. No alcohol and tobacco products are allowed inside the Brooklyn Park Community Center.



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22. Each team is responsible for the conduct of their spectators. Coaches should advise their parents of the conduct rules. Any parent/fan ejected by the referees, their team will be assessed a minor bench penalty.
23. No Heelys (or similar product) and/or knee hockey are allowed in the Brooklyn Park Community Center.
24. One time out is allowed per team per game.
25. Any damage to the arena by your players or teams will result in the team being responsible for cleaning up the damage or paying for the damage to the arena. The players involved and/or the team involved may be asked to leave the arena and the tournament.
26. Pool Play Rules:
 - a. Two points per win in pool play bracket
 - b. One point per tie in pool play bracket
 - c. Pool play games can end in a tie
 - d. Tie-breakers for brackets:
 - i. Winner of the game between the two teams (head-to-head)
 - ii. Most wins
 - iii. Fewest goals allowed
 - iv. Most goals scored
 - v. Fastest goal scored in pool play