

Alexandria Big Ole Hockey Tournament

Rules and Regulations 2025-2026

- 1) Games will be played under USA Hockey rules as modified by Minnesota Hockey unless otherwise noted in these rules. USA registered referees shall officiate all games.
- 2) Teams shall be prepared to take the ice at any time within 15 minutes prior to the scheduled start time of the game at the discretion of the tournament director and referees. Teams will be notified with ample time to prepare.
- 3) Players must wear helmets with full face guards and neck guards when on the ice, on the players bench and penalty box. Form fitted or colored mouth guards are required for all ages.
- 4) Games shall consist of three periods of regulation playing time. Each period shall be 15 minutes stop time. Bantams & 15U's shall be 17 minutes stop time. In the third period if one team is ahead by six or more goals, running time will be used until the margin is less than six goals, at that point stop time will be used again.
- 5) Penalty time: 1:30-minute minor, 5-minute major and 10-minute misconduct. Bantams and 15U's will have a 2:00-minute minor.
- 6) Ice will be resurfaced every two periods for PeeWee/U12/Bantam/U15 levels. Ice resurface will be before each game at the U10/Squirt level. After resurfacing players will not be allowed on the ice until the resurfacing is complete, the zamboni doors are closed, and the officials are present on the ice.
- 7) Fighting is an automatic game misconduct. The player is out for the remainder of that game and the next game. The player is not allowed on the bench or in the locker room before or after the game for the game they sit out for.
- 8) If a single player receives 4 minor penalties in one game they will be suspended for the remainder of the current game and the next game. The player is not allowed on the bench or in the locker room before or after the game they are suspended for.
- 9) It is the Tournament Managers discretion to skip resurfacing at any time regardless of score or to use running time in the second period if one team is ahead by 6 or more goals to stay on schedule or get back on schedule. This will be communicated with the coaches.
- 10) Slap shots are allowed at all levels.
- 11) Body checking is allowed at the Bantam level only.
- 12) One 60-second timeout is allowed per team per game.
- 13) If a team forfeits the opposing team will be awarded a 1-0 win for that game. If one game

is forfeited, all games during pool play will be forfeited, however the team may still play the games.

14) Teams will be awarded two points for a win and one point for a tie. There is no overtime in pool play games.

15) Pool Play standings will be determined according to point totals. Ties in pool standings will be broken using the following criteria:

- A) Head to head results
- B) Goals against (maximum 7 goals per game)
- C) Goal differential (maximum differential 7 goals per game)
- D) Goals scored (maximum 7 goals per game)
- E) Fewest penalty minutes
- F) Shut Out Point (Awarded 1 point for every shut out)
- G) Coin flip

Note: After a tie is broken, repeat tiebreaker order for any remaining tied teams.

6, 10 and 14 Team Tournaments: all teams will be seeded as one whole group after pool play is complete using the rules above.

12 Team Tournament: Play off games will be seeded as the following- Top seeded team from each pool and 1 wildcard team- Wildcard team will be the seed #4 out of all teams in the tournament after pool play is complete using the rules above.

16) Sunday games will not end in a tie and overtime will be played for Championship and 3rd Place games only, all other games will go directly to shoot out if game ends in tie at end of regulation time.

- A. The teams shall not change ends.
- B. Overtime will start immediately.
- C. Any overtime period will be considered part of the game and all unexpired penalties will carry over to the overtime.
- D. The overtime period will be five minutes: running time, sudden victory, 4 on 4 play.
- E. If neither team scores during the overtime period, there will be a 5-player, alternating shoot-out. The listed home team will be given the option to shoot first or last.
- F. If after the 5-player shoot the game is still tied, a 1-player shoot-out will ensue, continuing until one team scores in a round in which the other does not.
- G. A player cannot shoot twice in the shoot-out unless all skaters on that team's game roster (barring injury) have shot. The exception to this will be if one team has exhausted its list of shooters. From that point on, the other team will have the option of either 1) sending an unused shooter or 2) utilizing a player who has already participated once in the shoot-out.
- H. Any players in the penalty box at the end of overtime are not eligible to compete in the shoot out.

17) There will be an athletic trainer available for all emergencies that should arise. Coaches and parents should refrain from going on the ice during an injury timeout. If the athletic trainer determines that the player cannot return to play, their decision is final.

18) Locker Room- We follow the USA Hockey Locker Monitor Policy. Each team is responsible to provide their own locker room monitor for all games. Any violation resulting in fines may be sent to that association for payment.

19) A Zero Tolerance policy will be enforced.

AAHA supports fair treatment of all players, coaches, referees, volunteers, and spectators. If the Tournament Manager observes any misconduct the offending party will be asked to leave the premises immediately and for the remainder of the tournament. Any violation of this request may result in consequences for the team the offender represents. The Tournament Manager has full discretion as to what defines misconduct.

UPDATED 11/1/2025