

Flathead Valley Hockey Association

Winter Classic

Tournament Rules

1. The tournament will be played under USA Hockey rules.
2. SPORTSMANSHIP: Fighting, abusive behavior or unsportsmanlike conduct from a player, coach, team official or spectator will not be tolerated on or off the ice and will be grounds for removal from the tournament. The USA Hockey Zero Tolerance Policy will be enforced. Referees may have the right to end any game should they feel a player or referee is in danger of being harmed. Any fans using profanity during the game will be asked to leave Woodland Ice Center.
3. Each team is guaranteed a minimum of four games.
4. By default, home teams will wear dark jerseys and visitor teams will wear light jerseys. In the event of a conflict, the home team will be responsible for changing jerseys.
5. There will be a 5-minute warm-up before each game.
6. There will be a 3-minute break between periods when there is not an ice-make.
7. There will be a minimum of one ice-make after every two periods throughout the tournament.
8. LENGTH OF GAMES:
 - a. 14U and younger: three 15-minute stop-time periods
 - b. 19U, Bantams, and High School: three 16-minute stop-time periods
 - c. If at any time during the third period the goal differential is five or more, the game will switch to run time.
 - d. Total game time will not exceed 1 hour 45 minutes. Timekeeper and/or officials will have authority to begin run time at their discretion in order to maintain the tournament schedule.
9. STANDINGS POINTS SYSTEM:

Except for the Championship game, any game ending in a tie will remain a tie.

 - a. 2 points for a win
 - b. 1 point for a tie
 - c. 0 points for a loss.
10. TIE BREAKERS:

At the completion of bracket play, ties for position will be resolved accordingly:

 - a. Head-to-head games;
 - b. Fewest goals allowed;
 - c. Fewest total penalty minutes;
 - d. Most total goals scored;
 - e. Coin toss.
11. If the Championship game is tied at the end of regulation time:
 - a. There will be a five-minute, sudden death overtime with 5-on-5 play.

- b. If the game remains tied at the end of the overtime, a three-round shootout will result. The team scoring the most points in three shots will be declared the winner. If the score remains tied after three rounds, a sudden death shoot-out (one skater each) shall continue until a winner is determined. All skaters on the players' bench are required to shoot before a player may shoot for a second time. The home team will shoot first in all shoot-outs.

Facility Policies for Events at Woodland Ice Center:

1. Teams are required to vacate the locker rooms within 20 minutes of the game ending. Gear cannot be left at the rink between games.
2. Locker rooms do not lock. No valuables should be left in the locker room at any time. Flathead Valley Hockey Association and the City of Kalispell are not responsible for lost or stolen items.