



General Rules and Information - 8U Divisions

CHECK-IN, SCORE SHEETS, AND LOCKER ROOMS

Check in with the tournament director before your first game at the Tournament Desk.

Schedules are very tight. For these reasons, please arrive at the rink as fully dressed as possible and exit the game area as quickly as possible. You will not be able to store bags in the facility.

All teams and parents are expected to treat our host facility, its personnel, our volunteers, and officials with the utmost respect. Any damage resulting from your actions or your teams' action will be charged back to your home association.

Remember this is a volunteer organization. We appreciate your support!

The overall goal is to **offer competitive 8U hockey and have fun!**

This is a USA Hockey sanctioned Tournament using USA Hockey rules.

GAMES

The official schedule and results page for the tournament will be live online at <https://www.indianastatehockey.com/state>. Game Schedules are final. If your team has a day-of issue, you may text the Tournament Director at 260-466-4591.

1. **Jerseys:** All players must wear numbered uniforms in the proper team colors.
 - a. Home team will wear a dark jersey
 - b. Visiting team shall wear white or light-colored jersey
2. Teams should be ready to enter the ice surface for the warm-up period up to fifteen minutes prior to the scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play. Coach/Manager may be contacted by phone and/or email if the game is running ahead or behind.
3. If a team fails to appear for a game, it will be recorded as a forfeit and reported to your local associations.

4. **Zero Tolerance** – Referees will be instructed to *strictly enforce zero tolerance rules*. The committee reserves the right to remove from the arena players, coaches or spectators who violate USA Hockey zero tolerance policies.
5. **8U Game Timing - 40 minutes total**
 - 3 min - Warm-Up
 - 1 min - Transition
 - 32 min - Two (2) 16 min periods
 - 1 min - Half-Time Break
 - 1 min - Handshake
 - 2 min - Buffer - please leave the ice immediately following your game so the next game can start or the Zamboni can begin resurfacing.
6. **Scorekeeping & Scoreboard:**
 - a. Scorekeepers are provided by the tournament.
 - b. All scoresheets will be digital through GameSheet and each Manager will receive an email copy of the scoresheet after the game.
7. **Tie Games/Tie Breaking Procedure**
 - a. There are no overtime games in round-robin/seeding games or in consolation games. If tied at the end of regulation, each team will receive one (1) point for a tie.
 - b. If a quarter-final, semi-final or championship game ends in a tie, the following tie-breaking procedure will be followed:
 - i. 5-minute sudden death overtime period (4 on 4, plus goalies)
 - ii. Shootout (3 players/team – each player may only shoot once) most goals win.
 - iii. If shootout ends in a tie, sudden death shootout until the winner is decided (each team must continue through their roster until all players have taken a shot. If the shoot-out is not decided, players will continue to shoot in the same order as their first shots.)
8. **8U ADM Procedures**
 - a. Games will be played on half-ice (non-full ice)
 - b. 8U/Mite size nets will be used
 - c. Blue pucks will be used
9. **Penalties**
 - a. All games will be NON-BODY CHECKING
 - b. If an official calls a penalty, that player will go to the bench immediately and a replacement player will immediately be substituted.
10. **Faceoffs, Puck Control, and Stop of Play**
 - a. Face-offs will occur only at the beginning of each period
 - b. When play is stopped due to the goalie controlling the puck, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play when the

opposing team advances the puck. They may not challenge the opposition until they have all exited the zone.

- c. Teams do not switch ends after each period.

11. Shifts

- a. Player shifts will be two (2) minutes in length. A buzzer will sound to signal the end of each shift.
- b. Bench doors **MUST** remain closed until the sound of the buzzer.
- c. Once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice.
- d. The new players may enter onto the ice surface immediately. Players should not double shift unless the team has less than 8 skaters. In that case, the skater should tag the bench before returning to the ice.
 - i. If team has 8 or more skaters and a double shift occurs, the referee should give the team a verbal warning.
 - ii. If double shift occurs again, the referee will award a penalty shot to the opposing team. Penalty shot will occur at the end of regulation.
- e. Refs will maintain control of the puck at shift changes so as to prevent any goals scored directly off the bench or by a player remaining on the ice during shift change.
 - i. Referees should either maintain control of puck OR place (kick, toss, etc.) puck in neutral zone during line changes so that no team has an advantage during shift changes.

12. Coaches, Managers

- a. Up to (3) three coaches, assistants or trainers may be on the benches. All bench personnel must be rostered with the players and have proper CEP certification.
- b. **INAPPROPRIATE BEHAVIOR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!**

13. Game Points- Teams will be awarded points in round-robin play according to the following:

- a. Three (3) points for a win
- b. One (1) point for a tie
- c. Zero (0) points for a loss

TOURNAMENT STANDINGS

Standings will be compiled by the tournament director and volunteers and kept up-to-date on the Tournament website.

After seeding games, teams will be ranked within their division by the total number of points obtained through the seeding games. In the event of a tie, final standings will be determined by the following criteria:

1. Head-to-head competition – With 3 or more teams tied, all teams must have played each other and there must be an obvious winner. If not, we skip Head-to-Head and go to Most Wins.
2. Most wins
3. Goal differential (5 goal maximum differential for a single game)
4. Fewest goals against
5. Most goals for
6. Coin toss

The tournament director and the tournament committee are designated the governing body over this tournament and have the final discretion in all matters.