

PIHL CHARITIES TOURNAMENT

2025 Tournament Rules

Tournament Director: Tom Halaburka, PIHL Commissioner
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GENERAL REQUIREMENTS

1. **Game Dates:** The preliminary rounds of the tournament shall begin on Tuesday, September 2nd and continue through Friday, September 5th. The winners of each pool shall then be seeded 1-6 (by points) and advance to the championship bracket. Championship bracket play will begin on Monday September 8th. The semifinal round shall be played on Tuesday September 9th and the championship game shall be played on Wednesday, September 10th. All participating teams must be available to play on all dates of the tournament. No scheduling requests will be honored to accommodate any type of conflict.
2. **Quantity of Games:** All teams are guaranteed a minimum of 3 games as part of the preliminary rounds, each on a separate night. Any team that fails to appear for a scheduled game shall be charged with the direct costs of that game (ice time, game personnel, etc.), and a forfeit. The opponent shall be given a \$400 refund due to the game not being played and a 1-0 win plus 5 points.
3. **Registration:** USA Hockey and the Mid-American District require that this tournament be sanctioned by the District and that all participating teams, players, and coaches are fully registered with USA Hockey.

GAME ADMINISTRATION

1. **Player Eligibility:** Each player must attend the high school represented by the participating association or part of a co-op of a participating team. All players must appear on an approved USA Hockey roster for that team, which shall be submitted to the PIHL (staff@pihlhockey.com) prior to the start of the tournament. Any team that uses an ineligible player shall forfeit all games in which the player participated and shall be deemed ineligible for advancement, no matter their record. All special roster/eligibility requests shall be submitted to and approved by the Tournament Director prior to the player participating in a game.
2. **Game Lineup:** Teams shall have the option of dressing a maximum of 18 skaters with 2 goaltenders or a maximum of 17 skaters with 3 goaltenders per game. A maximum of 4 coaches per team are permitted on the bench during a game. All players and coaches participating in a game must be listed on the team lineup of the game's scoresheet.
3. **Suspensions:** The USA Hockey minimum suspension guidelines shall be strictly enforced, in accordance with the USA Hockey Rulebook.
4. **Game Personnel:** Each team must supply one responsible adult to assist with the timing and scoring of the game, as well as one responsible adult to monitor its penalty box for the duration of each of its games. Those two persons shall report to the scorer's box prior to the start of the game's warm-up period. The Tournament Director will arrange for two on-ice officials and an Emergency Medical Provider for each game.

5. **Equipment:** Equipment specifications and requirements shall be in accordance with the USA Hockey playing rules. **Uniform Colors:** Home teams shall wear jerseys that are predominantly white. Away teams shall wear jerseys that are predominantly dark in color.
6. **Dispute Resolution:** The Tournament Director is empowered to make all decisions, resolve all disputes, address all matters of protest, and handle all supplemental discipline throughout the tournament. All such actions must be made in accordance with USA Hockey By-Laws. The Tournament Director's decisions shall be final regarding all tournament games.

PLAYING RULES

1. **Governing Rules:** The USA Hockey "2026 - 2029 Official Rules of Ice Hockey" shall apply to all tournament games, with any variations cited within these Tournament Rules.

GAME PROTOCOL

1. **Start Times:** All games shall start at the scheduled start time, as listed on the official tournament schedule. Any game with an option of starting early due to a previous game ending early will be addressed only by the Tournament Director after consultation with both participating teams and the on-ice officials. A game shall not be delayed beyond its scheduled start time due to the need of either team.
2. **Warm-up Period:** A pregame, warm-up period shall consist of 5 minutes and start at the time both teams have entered the ice surface. Players are not to cross the center red line during the warm-up period except in the natural occurrence of entering the ice surface.
3. **Length of Game:** Three, 17-minute, stop-time periods shall be played in all games. There shall be no curfews. There will be no "running clock" regardless of score. There shall be no overtime period, but a shootout shall be conducted for all tournament games with a tied score at the end of regulation time, as outlined in these rules under Shootout Procedures.
4. **Intermissions & Resurfacings:** The ice shall be resurfaced prior to the start of each game's warm-up period. The first intermission shall be 1 minute in length. The second intermission shall be 10 minutes in length, at which time the ice shall be resurfaced again. Teams shall not return to the ice until the 10-minute intermission has fully expired and the resurfacing has been completed.
5. **Timeouts:** Each team shall be allowed one timeout per game of one minute in length.

SHOOTOUT PROCEDURES

1. If the game remains tied at the end of regulation, the teams will proceed to a three-round shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format.
2. No player is permitted to shoot twice until every player on each team's bench has shot once (excluding goalies). If one bench is shorter (less players) than the other, both teams may choose to return to the beginning of their line up once the shortest bench reaches their last shooter.
3. The home team coach will also inform the referee if they wish to go first or second – this order will remain in place for the entire shootout.
4. Players in the penalty box at the end of regulation are not eligible to participate in the shootout.
5. The scorekeeper will keep track of the shooters and inform the referee immediately before a shooter goes if

that shooter is attempting a second shot before everyone else on their respective bench has attempted a shot.

6. Winning team of the shootout will receive the 2 points for the win

TOURNAMENT STANDINGS

1. **Points System:** Each pool play tournament game is worth 5 points. Points are awarded to the participating teams in accordance with the result of both the overall game and each period:
 - a. 1 point for each period won
 - b. 2 points for the winner of the game
 - c. Periods can be split 0.5 points for each team if the period score is tied.
2. **Standings:** The teams in each pool shall be ranked according to their total points accumulated in the tournament. The official standings shall be compiled by the tournament staff and shall be posted nightly on the tournament webpage.
3. **Tiebreakers/Standings:** In the event of a tie in pool standings at the conclusion of the preliminary round, the tiebreaker system will be used to rank these teams.

If one team involved in the tie owns tiebreaker advantage over all teams involved the tie, that team shall advance. If a team has tiebreaker disadvantage over all teams involved in the tie, that team shall be eliminated. Any time a team is removed (advanced and/or eliminated) from the tie but multiple teams remain, the tiebreaker system starts over from the top.

- a. Most wins in their respective pools
- b. Head-to-Head (If multiple teams are tied in the number of wins; if one team beat the other teams, they will be the winner of the pool)
- c. Number of periods won in all pool play games
- d. Goals against
- e. Least amount of penalties minutes
- f. Coin toss

SEEDING AND ADVANCEMENT

1. **Pool Play:** The teams shall be split into six pools (A, B, C, D, E and F) of four teams each, and each team will play three preliminary-round games against opponents within the same pool. The top team from each pool, based on the Tournament Standings, shall advance to the championship bracket.
2. **Championship Bracket:** The six pool winners shall be seeded 1-6 and shall advance to a championship bracket. There shall be no reseeding after the championship bracket is set. Home team shall be the higher seed for each game. Seed 1 and seed 2 will receive a bye. Seed 3 will play seed 6 and seed 4 will play seed 5 on September 8th. Winner of the 3-6 game will play seed 2 and winner of the 4-5 game will play seed 1 on September 9th in the semifinal round.
3. **Championship Game:** The championship game shall consist of the two semifinal winners and will be

played on September 10th.

4. **Championship Bracket Seeding:** Shall be based on the number of points received of the six pool winners. In the event of a tie, the following tiebreak system will determine the seeding for the Championship Bracket:
 - a. Most wins
 - b. Number of periods won
 - c. Goals against
 - d. Least number of penalties minutes
 - e. Coin toss

If multiple teams are tied for a seeding position, continue through the criteria until one team is either eliminated or one team is sole winner of the criteria. Once a sole winner(s) or loser(s) of the criteria is established between the tied teams, the tie breaker reverts to the top of the tie break criteria with the remaining teams and proceeds through the criteria in the same manner, until all teams that were tied after the first criteria is resolved. This process will continue in order to seed each position starting at the highest position first and continuing through until all seeds are determined one at a time.