

Fargo Youth Hockey Association
2020 Squirt International B Hockey Tournament Rules

GENERAL RULES AND INFORMATION

- All games are played under USAH/NDAHA Hockey rules unless otherwise noted. The USA Hockey Rulebook will be consulted and used in situations that are not specifically addressed here.
- Per the USA Hockey Rulebook, checking is NOT allowed at this tournament.
- Teams must be a registered member in good standing with a USA Hockey or Hockey Canada, Local, State and Regional Affiliate Association.
- All players must adhere to their local hockey governing body's rules regarding equipment.
- Teams must compete in a local, state or regional league as a registered and rostered team.
- An official roster must be submitted prior to the tournament.
- Coaches please make sure locker rooms are clean and undamaged. Your team will be charged for any clean up, damages, and/or lost keys. Locker room keys will be checked out for each game to a responsible team representative prior to each game. All keys must be returned after every game to keep locker rooms open and available.
- **NOISEMAKERS ARE NOT ALLOWED.**

TOURNAMENT FORMAT

- All games will consist of three 12-minute stop-time periods. One-minute rest between periods. The rink will be resurfaced at the end of each game.
- Each team will be permitted one 45-second timeout per game.
- Teams will receive a 5-minute warm-up prior to each game. The tournament will supply practice pucks to be used during the 5-minute warm-up period.
- A 6-goal lead will result in running time in the 3rd period. The clock will stop on injuries and penalties only. If the losing team pulls back within 4 goals, the game will revert back to stop time. There will not be running time in the 1st or 2nd periods.
- The top team on the bracket is the home team and will wear light colored jerseys.

SATURDAY BRACKETING/TIE-BREAKING PROCEDURES

- All teams will play 2 games on Friday. Teams will not know their Saturday bracket placement until after all of the games are complete on Friday night. An email will be sent out to the Team Managers when the brackets are updated for Saturday's bracket play. There is a total of 5 brackets for this tournament.
- Teams will be placed into their brackets accordingly based on these criteria:
 - Points-Teams will be awarded 3 points for 2 wins (1 point for Winning Game #1, 2 points for winning game #2)
 - TIE BREAKER CRITERIA – will be used in this order, until the ties are decided
 - Goal Differential (2nd game results)
 - Goals Allowed (2nd game results)
 - Goals Scored (2nd game results)
 - Goal Differential (1st game results)
 - Goals Allowed (1st game results)
 - Goals Scored (1st game results)
 - Coin Toss

In regards to goal differential, no team will be credited with more than eight (8) goal difference per game for tie-breaking purposes.

In regards to most goals scored, no team will be credited with more than eight (8) goals per game for tie-breaking purposes.

- BRACKET PLACEMENTS
 - Bracket 1 (Seeds 1-16)
 - Bracket 2 (Seeds 17-32)
 - Bracket 3 (Seeds 33-48)
 - Bracket 4 (Seeds 49-64)
 - Bracket 5 (Seeds 65-80)

PENALTY/RULES ENFORCEMENT

- Minor penalties will be 1 ½ minutes in duration.
- The red line icing rule will be enforced. No slap shots or body checking.
- All on-ice referee decisions are final; any protests will be decided by the referee-in-chief and the head of the rules committee. Game final scores WILL NOT be overturned or changed under any circumstances except for the use of an illegal player.

OVERTIME PROCEDURES

- All games tied after regulation play will be handled in the following manner:
There will be no resurface prior to overtime for all games **Friday and Saturday:**
 - First overtime period: a 3-minute rest period, then play one 5-minute sudden death overtime 5 on 5.
 - If the game is still tied after the first 5-minute overtime, a shootout will be performed.
 - Five players from each team will be given a chance to shoot on the goalie. If the score is still tied after the 5-player shootout, a sudden death shootout will begin with each team given 1 to 1 opportunity.
 - Teams cannot use the same player in the sudden death shootout as was used in the first 5-player shootout, or until every player on the team has performed in the shootout.
 - If a player is in the penalty box at the end of the overtime period, that player will be ineligible for the shootout.

There will be no resurface prior to overtime for all games **Sunday:**

- Goalies must remain in net throughout the overtime period.
- First overtime period: After a three-minute rest period, play a 5-minute sudden death overtime 5 on 5.
- Second overtime period: After a one-minute rest period, play 4 on 4, for a 5-minute sudden death overtime. Should penalties occur, no team shall fall below 3 skaters on the ice. The penalized player will take a seat in penalty box and play will resume 4 on 3, with player advantage for duration of penalty going to the opposing team.
- If the game is still tied after the 2nd 5-minute overtime, a shootout will be performed.
 - Five players from each team will be given a chance to shoot on the goalie. If the score is still tied after the 5-player shootout, a sudden death shootout will begin with each team given 1 to 1 opportunity.
 - Teams cannot use the same player in the sudden death shootout as was used in the first 5-player shootout, or until every player on the team has performed in the shootout.
 - If a player is in the penalty box at the end of the overtime period, that player will be ineligible for the shootout.

WITH THIS BEING A NON-CHECKING TOURNAMENT, THERE WILL NOT BE ATHLETIC TRAINERS ON SITE. AN EMERGENCY MEDICAL PLAN IS AVAILABLE AT EACH RINK.

OBSCENITIES, UN-SPORTSMANLIKE CONDUCT, DAMAGE TO FACILITIES OR PHYSICAL/VERBAL ABUSE BY ANY COACH, PLAYER OR SPECTATOR WILL RESULT IN A TOURNAMENT SUSPENSION.

The tournament will assume no liability for personal injury to participants or spectators during the event.