



## Elk River Tournament Rules

### **Referees**

- USA Hockey registered referees will be used.

### **Medical Personnel**

- A Certified Athletic Trainer, Emergency Medical Technician (EMT), paramedic or medical or osteopathic physician shall be in attendance at all games. This group shall include a licensed health care professional (such as a Registered Nurse) or other person who has successfully completed and maintained certification for programs conducted by the Red Cross of the American Heart Association for all of the following:
  - Advanced First Aid
  - Cardiopulmonary Resuscitation (CPR)
  - Basic Life Support
  - Qualified First Responder
- This does not apply to Mite Barn Burner or Jamboree

### **USA Hockey / Minnesota Hockey Rules**

- All games will be played according to the USA Hockey rules as modified by MN Hockey for all the classifications involved and the exceptions as listed in the Appendix.

### **Equipment**

- Canadian teams must wear protective gear as designated by CAHA.
- All players must wear HECC or CAHA approved helmets, facemasks and have mouth guards with appropriate chin straps in place.
- Goalies must wear approved goalie gear.

### **Release of Liability**

- The tournament, its officials, arena facilities, and all personnel connected with the tournament shall not be held liable or responsible for any injuries, losses, or damages that may be suffered by a player, coach, manager, or spectator during

the tournament. Participation in the tournament will constitute acceptance of these terms.

### **Injuries**

- If an EMT is required to go on the ice to attend to an injury, the clock will be stopped. In the event of an extended injury, tournament officials reserve the right to shorten the following periods to a minimum 10 minutes. Overtime, if necessary, will be played normally. Subsequent game starting times are subject to delay due to extended injuries.

### **Age and Gender**

- Age brackets used will be Minnesota District age brackets. Please note that these may differ from USA Hockey and CAHA age brackets.
- All rules described herein will apply equally to boys and girls.

### **Pool Play Round Robin Tie Breakers**

- If two or more teams have an equal number of points (2-win, 1-tie, 0-loss), their position in the standings shall be determined by:
  - Head-to-Head
  - Highest Head-to-Head Goal Differential in games amongst tied teams (GF-GA) (Maximum of 6 per game)
  - Highest Goal Differential in all games (GF-GA) (Maximum of 6 per game)
  - Least Goals Against in all games (GA)
- If after applying all the above rules and a tie still exists, the team with the most shutouts shall determine the winner.
- If after applying all the above rules and a tie still exists, a coin toss by the tournament director (with 2 witnesses) shall determine the winner.
- If more than 2 teams are tied, when the first team breaks the tie breaking rules continue on from spot left off.
- If a tie between non-pool teams (for a wild card spot)...
  - Points
  - Highest Goal Differential in all games (GF-GA) (Maximum of 6 per game)
  - Least Goals Against in all games (GA)

### **Game Rules**

#### **Player Protests**

- Any protest of an individual player must take place before the start of the game and must be presented to the tournament committee for a ruling. The tournament committee has the final word on all disputes.

### **Time Outs**

- There will be 1 - one-minute time out allowed for each team per game, including overtime.

### **Penalties**

- Penalties will be assessed according to the USA Hockey rule book.
- Referees are instructed to eject any player from a game who drops his/her stick or gloves or otherwise engages in fighting, regardless of provocation. Flagrant fighting is determined at the sole discretion of the referee in charge and will result in disqualification of the offending player from the tournament. At the referee's discretion he may call for a single game ejection only, if he feels the player's action does not warrant a 2nd game.

### **Exit from Ice Rule**

- At the resurfacing break or following the game and the handshake , the HOME team will return to the players bench and allow the VISITING team to exit the ice first.

### **Early Termination of Games**

- The tournament officials reserve the right to terminate any game at any time after consulting with the referees. A verbal warning will be given to both benches before a game is terminated. In the event a game is terminated, the winner will be determined by:
  - If one team complies with the warning and the other does not, the team complying will be declared the winner.
  - If neither team complies with the warning, the score will determine the winner. If the score is tied (will be a tie in pool play), a coin flip will determine the winner. The home team will call the coin toss.

### **Excessive Lead Rule**

- A six (6) goal lead any time during the third period will result in running time.
- The clock will be stopped if the referee enters the scorekeeper's circle and starts on the drop of the puck in the case of an injury or penalty.

### **Game Tie Breakers**

- Pool Play has no OVERTIME

- If at the end of regulation play the score is tied, the following steps will be taken to determine a winner:
- There will be a 1-minute break, goalies will not change ends
- Teams will play 5 on 5 with a goalie for a 5-minute running time, sudden death overtime period. If a team ended the regular game play with a penalty that had not yet expired, that team will continue to serve the balance of the penalty at the start of the overtime period.
- If no score occurs, there will be a shootout. VISITING team shoots first, with each team alternating shots. Teams will then alternate through 3 different skaters; the team leading after all 3 skaters shoot is the winner. Goalies may not leave the crease until the skater has touched the puck at center ice.
- If the score is still tied, the shootout becomes sudden death with a new shooter until all players have been used, with the team in the lead after one skater from each team shoots as the winner. The shootout will continue until a winner is determined.
- NOTE: Subsequent tournament game starting times are subject to delay due to extended overtime.

**ALL DECISIONS MADE BY THE REFEREES AND TOURNAMENT OFFICIALS ARE FINAL.**

### **Roster, Coach and Player Rules**

#### **Check In**

- Team check in shall occur at least 30 minutes before their first game.
- All teams will present their USA Hockey Official Player Roster at Check In.
- All team and player information required by Minnesota Hockey registration will be reviewed when the team is registered in the tournament. This team and player information must be in possession of the team during the entire tournament, in case of a challenge.

#### **Personnel**

- Only certified coaches (that are listed on the official roster) are allowed on the bench.
- The Head Coach for each team will sign off on the roster via the Gamesheet app before the start of the game.

- Each team must have this information readily available for inspection during tournament play.
- Twenty players may be rostered and suited up per team, for each game. Not more than 4 coaches will be allowed in the player's box at any time. All players on the bench, including players not dressed to play in the game, must wear a helmet, facemask, and team apparel.

### **Home/Away & Colors**

- The first team listed (or top team on bracket) is the home team.
- The HOME team will wear white/light colored jerseys.

### **Appendix**

#### **FOR Mite Barn Burner TOURNAMENT**

- A 5-minute warm up will precede each game, starting when the officials step on the ice.
- Two 25-minute running time halves.
- Line changes will be made on the horn every 90 seconds.
- Games are 4v4 (skaters) with a goalie in the net.
- Teams must be available to start a game ten (10) minutes early when asked.
- Pool Play games will not have overtime.
- Sunday advancement games will result in sudden victory overtime.
- After a goal or save/covered puck the ref will conduct a face off in the middle of the playing surface.
- A penalty called during play will result in a penalty shot. Afterward a faceoff will occur
- Score will be recorded in the scorers box. On the scoreboard the goals can be used for the lobby end and the shot tracker can be used for the zamboni end.
- Pool Play tiebreakers will follow the rule above but have an 8 goal maximum goal differential.

#### **FOR TWADDLE (BB1 & BB2) & ELKstravaganza (Girls U15) Tournament**

- A 5-minute warm up will precede each game, starting when the officials step on the ice.
- 3 – 15 minute periods (resurface every 2 periods)
  - Minor penalty will be 2:00 minutes
- One timeout per team allowed per game
- Teams must be ready to start a game ten (10) minutes early.
- Pool Play games will not have overtime and end in a tie.
- Sunday games will not have overtime (and end in a tie) except for:

- Semi Finals, 3rd place, and Championship games: These games will do 5-minute sudden victory overtime followed by a 3-player shootout followed by a 1 player sudden victory shootout if needed.

#### **FOR MCLAUGHLIN (PWB1 & PWB2) TOURNAMENT**

- A 5-minute warm up will precede each game, starting when the officials step on the ice.
- 3 periods (Period 1 and Period 2 will be 17 minute running time. Period 3 will be 5 minutes less than hour time remaining running time with the last three minutes stop time)
  - Minor Penalty will be 2 minutes
- Resurface after each game
- One timeout per team allowed per game
- Teams must be ready to start a game ten (10) minutes early.
- Pool Play games will not have overtime and end in a tie.
- Sunday games will not have overtime (and end in a tie) except for:
  - Semi Finals, 3rd place, and Championship games: These games will do 5-minute sudden victory overtime followed by a 3-player shootout followed by a 1 player sudden victory shootout if needed.