

Fargo Youth Hockey Association

2024 SCHEELS Girls International 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 all situations that are not specifically addressed here.
- Per the USA Hockey Rulebook, checking is NOT allowed at this tournament.
- All players must adhere to their local hockey governing body's rules regarding equipment.
- Teams must be a registered member in good standing with a USA Hockey or CAHA, Local, State and Regional Affiliate Association.
- 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.
- No more than 4 coaches can be on the roster for a team.
- **NOISEMAKERS ARE NOT ALLOWED.**

TOURNAMENT FORMAT

- Tournament will consist of pool play followed by semi-finals or place games depending on the division. All teams will have a 4-game guarantee (possible 5th game).
- Teams listed first in pairings will be considered the home team and will be asked to wear the light-colored jerseys when possible.
- Teams that occupy the player's box closest to the exit gate shall leave the ice first.

GAME TIMES

- 12U games will consist of three 15-minute stop-time periods. 10U games will consist of three 12-minute stop-time periods. One-minute rest time between periods. The rink will be resurfaced every 2 periods when possible. If time becomes an issue, resurfacing may be skipped within reasonable terms.
- Each team will be permitted one 45-second time out per game.
- A 5-minute warm-up will be allowed prior to each game. The 5-minute clock begins once the second team hits the ice. The tournament will supply practice pucks to be used during the 5-minute warmup 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.

SCORING AND POINTS FORMAT

- Teams will be able to earn up to 2 points per game. Two (2) points for a game win, one (1) point for a game tie, zero (0) points for a game loss.
- If a team forfeits a game during pool play, they are required to forfeit all pool play games in order to maintain equality in the standings. All forfeits will be recorded as a 1-0 score.

PENALTY/RULES ENFORCEMENT

- Penalties will be 1:30 minutes for minor penalties, 5 minutes for major penalties and 10 minutes for misconduct penalties, as determined by the on-ice official.
- In the event of a game misconduct, the player/coach will be removed from the remainder of the game and serve an additional one (1) game suspension.
- If a player accumulates 4 penalties in a single game, that player will be assessed a game misconduct. If a team accumulates 12 penalties in a single game, the coach of that team will be assessed a game misconduct.
- All on-ice referee decisions are final, with no protests allowed.
- Game scores will not be overturned or changed under any circumstances, except for the use of an illegal player.

OVERTIME AND TIE-BREAKING PROCEDURES

- All pool play games on Friday and Saturday that end in a tie will not play overtime. Overtime will only be played on Sunday.
- Overtime will be considered an extension of the 3rd period and will consist of a five (5) minute, sudden death period. The period will be played 4 on 4 with goalies.
- If a tie still remains, a 5-player shoot-out will determine the winning team. If still tied, a sudden death shoot-out will determine the winning team.
- Any player serving a penalty when the game clock expires will not be allowed to participate in the shoot-out. Also, no player will be allowed to shoot twice until all players have participated in the shoot-out.
- Tie breaking procedure for teams tied after pool play:
 - Head to head competition
 - Goal differential (goals scored minus goals allowed)
 - Least goals allowed
 - Most goals scored
 - Least penalty minutes
 - Coin toss
- In regards to goal differential, no team will be credited with more than seven (7) goal difference per game for tie-breaking purposes.
- In regards to most goals scored, no team will be credited with more than seven (7) goals per game for tie-breaking purposes.
- In a case where a tie involves three or more teams, head to head tie breaker will be the record amongst tied teams. If still tied, the teams will continue down the tie-breaking procedure until the 1st place team has been determined. The remaining teams will revert back to the head to head and continue the procedure until all places have been determined.

DISCIPLINARY ACTION

- Obscenities, unsportsmanlike conduct, damage to facilities, or physical/verbal abuse by any coach, player, or spectator may result in tournament suspension via Supplementary Discipline (USA Hockey Rule 410).
- In the event of an incident occurring during the tournament, a committee of three members (tournament director, tournament manager, and/or tournament board members) will review all pertinent information and issue a punishment if deemed necessary.

NO ALCOHOL/ZERO TOLERANCE POLICY

- There shall be no alcohol at any rink or arena concourse. Violators will be subject to the USA Hockey Zero Tolerance Policy (see Parents/Spectators section).

**WITH THIS BEING A NON-CHECKING TOURNAMENT, THERE WILL BE NO ATHLETIC TRAINERS ON SITE.
AN EMERGENCY MEDICAL PLAN IS AVAILABLE AT EACH RINK.**

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