



## NUSE HOCKEY ASSOCIATION RULES FOR INVITATIONAL TOURNAMENTS 2023-2024

### REGISTRATION

To register for one of New Ulm Sleepy Eye Hockey Association (NUSEHA) tournaments go to the following link:  
<https://newulm.pucksystems2.com/tournaments>

Please email roster found on [NUSE Tournaments](#) page to [NUSEtournaments@gmail.com](mailto:NUSEtournaments@gmail.com). A certificated USA Hockey Roster with coaches' information listed will be required at check-in. Please note that Goalie will be the only position listed in the programs.

### PLAYING RULES

All games are played under USA Hockey Rules as modified by MN Hockey with the additions of the New Ulm Hockey Association Tournament rules. A current rulebook will be available at the scorekeeper's bench.

1. **Registration.** Only teams registered with MN Hockey or USA Hockey may participate.
2. **Rosters.** Rosters shall consist of up to twenty (20) dressed players and two (2) goalies. Rosters must match MN Hockey rosters.
3. **Bench.** A maximum of four (4) adults may be in the player's bench during games. No one allowed in the box without an IMR.
4. **Warm-Up.** A five (5) minute warm-up will begin when the first team is on the ice. Any team not ready to play following the warm-up will forfeit the game. All teams are requested to be ready to warm-up ten (10) minutes before game time.
5. **Game Duration.**
  - a. Pee Wee/12U/Bantams will play three 15-minute stop-time periods.
  - b. Squirts/10U games will play three 12-minute stop-time periods. The third period will become running time if there is a 6-goal differential. Stop-time is re-instituted if the differential becomes 4 goals or less.
6. **Penalties.**
  - a. Squirts/10U. Minor: 1:30, Major: 5:00, Misconduct: 10:00 For
  - b. PW/12U/BA. Minor: 2:00, Major: 5:00, Misconduct: 10:00
  - c. The penalty for fighting will be a major penalty and a three-game suspension. For a second violation, the player will be suspended from all participation for thirty (30) days.
  - d. Any player with 4 penalties will receive a game misconduct penalty. Any player with 5 penalties in the game will not be allowed to play the rest of the game.
7. **Time outs.** A one (1) minute timeout per team is allowed.

8. **Protective Equipment.** All participating players shall wear legal helmets and mouth guards at all times during the game. Any player sitting on the bench during games shall be dressed and wearing a helmet. Canadian teams must wear protective equipment as designated by CAHA.
9. **Referee Decisions.** All decisions of the referees are final. No protests will be allowed.
10. **Cancellation Policy.** If a registration is cancelled less than 45 days prior to tournament start date (including for COVID or other illness), NUSEHA will keep the entire tournament registration fee. If an tournament is cancelled, there will be a full refund.

## MEDICAL PERSONNEL

All tournament games will have a certified E.M.T. on duty.

## REFEREES & OFFICIALS

All tournament games will have a minimum of two (2) USA Hockey Registered Referees. Minor Officials for each game will consist of: one (1) person as scorekeeper/announcer; one (1) person to operate the scoreboard/clock; and one (1) person to operate each penalty box.

## AGE CLASSIFICATIONS

Out of state teams, please be advised that MN Hockey uses July 1 as cut off for birthdates. MN may have players up to 6 months older than teams from other states.

## TOURNAMENT CREDENTIALS

Prior to each team's first game, all credentials will be inspected by the Tournament Coordinator to ensure that all participating team players and coaches are officially rostered. Please present all credentials information at least 60 minutes prior to your first game and be prepared to have the following documents inspected:

- Certified USA Hockey Roster with coaches' information listed.
- Coaches Cards (if not on USA Hockey Roster)
- Roster Stickers for Scoresheets

## ICE RESURFACING

The ice will be resurfaced:

- between each tournament game for Squirts, PeeWee, 10U and 12U
- every two periods for Bantams

## OVERTIME RULES

There will be a 1- minute rest between regulation and the overtime period.

1. A "4-on-4", Sudden Death 5-minute Overtime is played using stop time.
  - a. If a penalty is assessed on a team, the penalty is played out 3-on-4. If the same team is assessed another penalty, the penalty is played out 3-on-5.
2. If the game remains in a tie after overtime, then a "3-on-3" shoot-out occurs.
  - a. The coach from each team picks three (3) players to participate in the shoot-out and determines the order that the players shoot.
  - b. If the game remains in a tie, then the game goes into a "Sudden Death Shootout."

- c. The coach identifies the player shooting order of the remaining players.
  - i. Note: The first 3 players cannot shoot again until the team with the least players goes through their full order (roster). If the shootout goes through the full order of one team, then both teams reset. Example: If one team has 12 players, and the other 15 players, the shootout will start over after 12 players go, and no goals are scored. If a reset of the order occurs, then the coaches from each team will be asked to choose the player order over again (all players will be included).

## ROUND ROBIN OR POOL PLAY TOURNAMENTS

Games ending in a tie will be recorded as a tie for the game. All last-round games will play to a win-lose conclusion, according to the overtime procedure for tournaments (shown above). Determining Final Round Pairings after Pool/Bracket Play scoring is as follows: Win = 2 pts; Tie = 1 pt; Loss = 0 pts.

## TIE BREAKER RULES FOR NUSE TOURNAMENTS

Head-to-Head, Goal Differential (6/Game Max) (Against all Teams in Pool), Fewest Goals Allowed (Against all Teams in Pool), Fewest Penalty Minutes (Against all Teams in Pool), Flip Coin, Always revert back to tiebreaker #1 when down to 2 teams.

## OFF-ICE WARM-UPS

If teams have off ice warm-ups prior to the game, please use the room provided for these activities. If running is required, please do that activity outside.

## LOCKER ROOM ETIQUETTE

Locker rooms are provided to teams to use immediately before and after game play and are assigned by the facilities staff and noted on a whiteboard or screen when entering the arena. It is expected that rooms are clear of debris when a team departs the locker room (e.g. trash, snacks, tape, gear). If your team brings a speaker/sound system, the volume must be at a respectable level in their locker room. There will be no speakers/sound systems allowed outside of a team locker room or in any of the public areas of the arena.

## OTHER INFORMATION

1. NO PROTESTS ALLOWED
2. RESPECT THE REFS
3. This is a ZERO TOLERANCE FACILITY and no abusive language or actions will be tolerated. Any inappropriate action will lead to expulsion from the game. In more serious cases expulsion could be for the weekend.
4. Please read the [arena rules](#) and familiarize your players and parents with these rules.
5. The tournament promotors, officials, arena personnel and all persons connected with the tournaments shall not be held liable for injuries or losses sustained during the tournaments.
6. No games shall be rescheduled in the event of bad weather.

THANK YOU FOR COMING TO OUR TOURNAMENT!

Erica Newman, Tournament Director

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