



## 2024 Battle on Ice Tournament & Game Rules

Tournament will be played under USA Hockey rules with the following additions/exceptions:

1. **HOME TEAM:** The HOME team will be the team listed FIRST on the game schedule. The HOME team will wear a dark jersey and the VISITING team will wear a light jersey. The HOME team will be responsible for changing jerseys if colors conflict. At the discretion of the referee, there may be no deceptively similar colors on the ice.
2. **GAME TIME:** Games may start earlier than the scheduled time once both teams are ready to play. All games must end on time and will be curfewed. If in the third period of the game, the goal differential reaches 6, the game clock will go to run time and will not stop for any reason other than at the discretion of the on-ice officials, until the game ends, or the goal differential is less than 6. 1st & 2nd periods will be 16-minute stop time. 3rd period will be 16-minute stop time unless there is less than 30 minutes remaining until the game must end. If less than 30 minutes remaining, the 3rd period will be shortened accordingly, one half the minutes remaining until the scheduled end of the game.
3. **TIME BETWEEN PERIODS:** The time between periods shall be no more than 1-minute duration.
4. **TIME OUTS:** Each team will be entitled to one 30 second time out during each game.
5. **PENALTIES:** All minor penalties will be 2 minutes. Major penalties will be 5 minutes. Any player receiving a MATCH, GROSS MISCONDUCT or FIGHTING MAJOR penalty if listed as such on the official score sheet will be suspended from participating in the rest of the tournament, including the awards ceremonies. A substitute player must physically serve the penalty time for any ejected teammate.
6. **POINTS:** Except for in a championship game, ties will be counted. Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss or forfeit.

7. TIEBREAKER FOR CHAMPIONSHIP SEEDING: A tie is reached when 2 or more teams all have the same number of points after round robin play:
  1. a) Two-way tie:
    1. Head-to-head
    2. Most wins overall
    3. Overall goal differential (capped at a maximum of 6 per game)
    4. Overall least goals allowed
    5. Fewest penalty minutes overall
    6. Quickest first goal scored in Tournament
    7. Coin toss
  2. b) Three (or more)-way tie:
    1. Most wins overall
    2. Overall goal differential (capped at a maximum of 6 per game)
    3. Overall least goals allowed
    4. Fewest penalty minutes overall
    5. Quickest first goal scored in the Tournament
    6. Draw straws
8. USA RULES GOVERNING EQUIPMENT: All teams shall wear all USA Hockey mandated equipment, including mouth guards, helmet ear guards, chin cups and straps, face mask straps and full HECC-approved face masks. There will be no exceptions.
9. USA HOCKEY REGISTRATION: Players must be registered and in good standing with USA Hockey. There will be no exceptions. Any team fielding an ineligible player shall forfeit all games in which that player was listed as a player on the official score sheet. Only 4 people other than dressed players will be allowed on the team bench and must be listed on the application and roster. Credentials will be checked prior to each team's first game and may be checked at any time during the tournament. All players must be USA Hockey registered and all players must be listed on the team's official USA Hockey roster.
10. LOCKER ROOMS: Are used by many teams. Make sure you leave locker room as you found it. If you see visible damage to locker room, please report to rink staff. A fee for damaging a locker room will be charged the team occupying the room. A coach, manager, or another Safe Sport, background checked adult shall be present in the locker room at all times while players are inside the room.
11. LINE CHANGES: The HOME team will have the last line change opportunity.
12. CHAMPIONSHIP GAME TIE BREAKER: A tie at the end of regulation time in the championship games will be broken as follows:
  1. a) 5 minute "Sudden Death" overtime period will be played. The first team to score shall be declared winner.
  2. b) 3-round shootout. Each coach shall select 3 individual players to participate in a 3-round shootout. The team with the most goals at the end of 3 rounds shall be declared winner.
  3. c) 4<sup>th</sup> round and beyond "sudden death" shootout. Any player may shoot, no change of player is required. Both teams shall participate in the round. In the event only one team scores in a given round, that team shall be declared winner.

13. PROTECTIVE EQUIPMENT: Referees have been instructed that at any time a player is on the ice all equipment must be properly worn. This includes mouth guards in mouths during warm-ups, after the game, and during the game. Helmets must be on and completely fastened including during warm-ups and after the game. During period breaks players may remove helmets and mouthpieces. During the game players may only remove helmets and mouthpieces due to injury, to repair equipment or to drink.
14. ZERO TOLERANCE POLICY: We have specifically instructed the Referees to strictly adhere to the USA Hockey "Zero Tolerance" Policy. Please read it carefully. It is contained in the USA Hockey Annual Guide.
15. INJURIES: In all injury cases, Tournament Officials will defer to the Team Manager or Head Coach as to the disposition of an injured player. Games may not be continued past their allotted time due to delays caused by injuries regardless of how much the game must be shortened. It is recommended that Team Officials should err on the side of caution when determining whether to move an injured player.
16. MOVING THE GAME ALONG: Due to time constraints, referees have been instructed to move the game along. Undue delays will result in "Delay of Game" penalties.
17. SHOOT-OUTS & OVERTIME: Except in a championship game, games tied at the end of regulation play must end in a tie. There will be no shootouts or overtime periods allowed. If time is remaining at the end of regulation play, the game will end early.
18. TAUNTING/RACIAL SLURS: "Taunting" is a penalty as is using racial epithets. Referees have been instructed to pay particular attention to infractions involving "Taunting" or use of racial slurs.
19. RESTRICTED AREAS: Access to locker rooms and bench areas at all arenas are restricted to tournament officials, team officials, coaches, and players.
20. WARM UP: Each team will have a 3-minute warm up prior to the start of each game. Coaches, please anticipate the end of the warmup period and get your players to the bench in order to reduce delays.
21. REFEREES: All Referees are USA Hockey certified and are in good standing with their various Affiliates.
22. CHANGING SCORE SHEETS: Referees may change calls on score sheets at any time.
23. EXTENSION OF GAMES: Referees cannot extend games beyond their curfewed time.
24. ENDING GAMES PREMATURELY: Referees may call a game if in their best judgment either team is at significant risk due to the conduct of either team. If the game is called, the score at the time of the call will stand.
25. DAMAGES TO ARENA FACILITIES NECESSITATING GAME DELAYS: No additional time may be allotted to any game due to damages such as broken glass, which cause a delay of the game, regardless of the time needed to repair the facilities.