



OHC Thanksgiving House Tournament Rules Mites

It is the intent of the Omaha Hockey Club (OHC) to provide a fun and competitive tournament for all participants and spectators. Good Sportsmanship is expected of all players, coaches, parents, and spectators. Improper and abusive behavior will not be tolerated! It is the responsibility of each coach/manager to control his/her team and exemplify good sportsmanship. USA Hockey Zero Tolerance Policy will be enforced. Teams, players or coaches who do not demonstrate good sportsmanship will be excluded from the tournament with no refund.

General Rules:

- The USA Hockey Official Rules of Ice Hockey shall apply.
- All players must be properly registered and rostered with USA Hockey.
- All coaches on the bench must be properly certified to coach through the USAH CEP program.
- Teams will be responsible for any damage or littering to locker rooms and any other arena facilities. Offending teams may be disqualified from the tournament for serious violations of this provision.
- The home team is listed first on the schedule.
- The decisions of the game officials are final. No protests are allowed.

Operational Rules: 1. Each team will provide a timekeeper and scorekeeper for each game. Home team will provide a timekeeper, Visiting team will provide a scorekeeper.

2. Each **team** shall be responsible to provide an ADULT (18+) volunteer to manage their team's penalty box during each of their team's games. This adult may be a rostered coach who is not on the bench, but may NOT coach from the penalty box.

5. The only persons allowed on the benches are eligible players in uniform and a maximum of **four (4) registered team officials**.

6. All players must wear all required equipment as approved by USA Hockey.

7. Teams must be prepared to start 15 minutes before each scheduled game.

8. At the conclusion of each game, the coach or manager of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game or games. The coach or manager of each team must also sign the score sheet. If a coach or manager fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations. **The Tournament Committee will not overrule any on ice decisions (playing rules). No hearings will be held for game misconduct penalties.** All findings from any match penalty will be forwarded to the team's local governing body at the conclusion of the tournament.

9. The Tournament Director (or a designated representative) after consultation with the referee, may cancel any game in progress in any instance where he/she believes it necessary to protect the welfare of players or officials. In the event of such cancellation, the Tournament Director (or a designated representative) shall determine the result of the game for tournament standings.

ALL TOURNAMENT GAMES WILL BE PLAYED UNDER USA HOCKEY RULES WITH THE FOLLOWING EXCEPTIONS:

1. General Game Rules:

a. Each game will consist of three (3) periods, with each period consisting of 12 minutes running clock. A buzzer will sound every 90 seconds for shift changes. Game clock will be stopped in the event of an injury.

b. Games will be played half-ice. 4 players and a goalie.

c. No overtime in pool play games, ties are allowed in pool play.

- d. For games with more than a five (5) goal differential, only the score at a 5 goal differential will be recorded.
- e. Each team is permitted one (1) one-minute time out during regulation play. No time outs permitted in overtime play
- f. Teams will be allowed a three-minute warm-up period prior to each game and 1 min break between periods.

2. Rules of Play

1. Each game will start with a face-off. No other face-offs will take place during the game.
2. If the puck is frozen by the goaltender a whistle will stop play. Offensive zone players must retreat 15-20 feet from the goal mouth area. Once all players have retreated, pursuit can resume upon forward puck movement by the opposing team.
3. When a goal is scored, zone players must retreat 15-20 feet from the goal mouth area.
Once all players have retreated, pursuit can resume upon forward puck movement by the opposing.
4. Players on the ice must IMMEDIATELY STOP PLAYING THE PUCK when the buzzer sounds and return to the bench.
5. The puck lays where it was left by the previous lines, and the first team that gets to the puck after the buzzer/line change gains control.
6. A player committing a penalty will be instructed to leave the ice for the remainder of the shift.
7. Penalty duration equals the time remaining in the shift only.
8. The Penalized player is not eligible for return during the shift even if a goal is scored by the non-penalized team.
9. Once the penalized player leaves the ice, the non-penalized team will be awarded possession of the puck in the approximate center of the ice with penalized team retreating 15-20 feet with pursuit allowed upon forward puck movement.

3. Team Standings and Tie Breaking Rules for Pool Play:

- a. Two (2) points will be given for each win. One (1) point will be given for each tie. Zero (0)

points will be given for a loss.

b. Total points for each team will determine final positions in each division. The two teams with the highest total number of points will qualify for the championship game.

c. If two or more teams have an equal number of points, their position in the standings will be determined by the result of games played by the team in the following order. Should an unbreakable tie or three-way tie exist at any step, the next tiebreaker in order shall be used.

i. The points acquired in head-to-head games. ii. Greatest goal differential in all games combined. Max. 5 goals per game. iii. Fewest goals against. iv. The team with the fewest penalty minutes for all games played (game misconduct =10 minutes). v. Coin toss (each team represented at toss).

d. Championship Game and 3rd Place Game

i. Cannot end in a tie. ii. In case of a tie at the end of regulation, there will be a 1 minute rest period followed by a 5 minute “running time” “sudden death” overtime period.

Teams will skate 3 players and a goalie during the overtime.

If the game is still tied after the overtime period, there will be a 1 minute rest period followed by a best of 3 shootout. Home team has the choice to shoot first or second in the shootout. If no winner has been determined after the initial 3 shooters, the shootout will become a sudden death format. Each team will have an equal number of chances, alternating shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.

The tournament director is the final authority for all rule interpretations.

(Revised
10..2023)