



# Tournament Rules

## Participation

Each team must be registered with USA Hockey or Minnesota Hockey. Each team must provide the Tournament Committee with proof of such registration, including individual team members so registered, prior to participation in the first game of the tournament. Birth certificates must be available, if requested, or forfeit the game.

## Referees

Only USA Hockey registered referees will be allowed to officiate. All referees decisions are final.

## Play of the Game

All games will be played according to AHAUS rules, as amended by Minnesota Hockey rules, as amended by District 10 rules, as modified by St. Cloud Youth Hockey Association.

## Scorebook

The Tournament Committee or its appointed workers will keep the official scorebook. Only members of the committee or its workers will be allowed in the scorekeepers' box.

**Team Roster**

Each team will furnish a team roster and starting lineup to the official scorekeeper at least 15 (fifteen) minutes prior to the start of each game. A maximum of 20 (twenty) players will be allowed on the roster. Not more than 4 (four) adults (coaches and managers) will be allowed in the bench area during the game.

**Home Team**

All teams listed second are home team and will wear white jerseys. If team has only one color, please let us know at the time of registration.

**Dressing Rooms**

The Team Managers or Coaches must report to the tournament office 45 (forty-five) minutes before the scheduled game to get their locker assignment and complete game sheets. Each team must be in their dressing room 30 (thirty) minutes prior to the scheduled start of the game. You are asked to keep the dressing room clean. Any damage will be the responsibility of the team management. Keys for each dressing room will be available at the ticket desk or for games at SCSU, at the Pro Shop.

**Game Format:**

- a) Each game will consist of three (3), 15 minute stop periods. The ice will be resurfaced after every two (2) periods of play. Teams have one, 60-second time out per game.
- b) MERCY RULE: A "mercy rule" will be applied in all games (preliminary and finals) as follows: If six (6) or more goals separate the teams at the end of the second period, or at any time in the third period, running time will commence and will revert back to stop time if goal differential falls below six (6).
- c) Overtime time period will only be played in the championship rounds. At the end of regulation play a 15 minute stop sudden death period will be played. If still tied, the ice will be resurfaced and another 15-minute stop period will be started. This will continue until there is a winner.
- d) Teams must be ready to play 10 minutes prior to their set game time and/or as the referee's call the players to center ice. If not ready the team may be assessed a two-minute penalty for delay. If the mercy rule occurs, the game after will start immediately (unless the ice is due to be resurfaced).

**Rules of the Game**

USA Hockey's 2006-07 New Standards of Play and Rules Enforcement will be observed.

- a) Penalties: Minor - 2:00 Major - 5:00 Misconduct - 10:00
- b) Fighting - Player will be out for remainder of the game and the rest of the tournament, plus a five (5) minute major will also be added.
- c) All game suspensions will be reported in writing to the player's respective association for further disciplinary action, should it be required.
- d) Should a player obtain a total of 5 (five) penalties during the play of any game, the player will be ejected from that game and the team's next game.
- e) Upon completion of the game and handshake, the winning team (if tied game -the home team) must retire to the bench until the visiting team has cleared the ice.
- f) Icing - As per USA Hockey Governing Rules.
- g) Coincidental Penalties - As per USA Hockey Governing Rules.
- h) High Stick Rule - As per USA Hockey Governing Rules.
- i) Checking From Behind - Player will be penalized as per USA Hockey Governing Rules.
- j) Improper behavior by anyone will result in removal from the arena and/or tournament. Any abusive language or conduct towards game officials by players, coaches, managers, or parents will result in a minor penalty plus a game misconduct. If occurring after the end of a game, that player will be out for all of the next game.
- k) "Properly" Certified team rosters must be given to a Tournament official before the tournament starts. Rosters once submitted are final. Birth certificates must be in your possession and will be checked and verified against roster at check-in. Teams must check-in 45 minutes before their first game of the tournament. Teams not properly registered with their state associations and USA Hockey will not be allowed to play in this tournament.

**Insurance**

Each team must provide its own insurance coverage. The tournament, its officials, the arena facilities, and all personnel connected with it shall not be held liable for any injuries sustained during the tournament. Each team should bring with them a verification of insurance coverage. No team will be permitted to play with out proof of insurance.

**Decisions**

The tournament committee's decision will be final in any and all matters not covered in the above.

**Safety**

A physician, nurse, first responder, certified athletic trainer, or emergency medical technician will be in attendance at all games and have the final decision if an injured player can continue to play after an injury.

**Round Robin Play**

Divisional winner will advance to championship round. Divisional runner up will advance to the consolation round. Winner is the team with the most divisional points. Points will be awarded as follows.

Wins = 2 points    Ties = 1 point    Loss = 0 points

**Division Winners**

Minnesota Hockey State Tournament Rules will apply to determine division winners:

- a) 1<sup>st</sup> seed: Most points, two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
- b) In case of a two (2) way tie: winner of the game between two (2) tied teams. If the game ended in a tie, see C, then D, then E.
- c) In case of a three (3) or four (4) way tie: goals against in all divisional play. Team with lowest goals against determines seeds for championship rounds.
- d) If still tied: divide goals for by goals against. Team with highest quotient determines seeds for championship rounds.
- e) If still tied: a coin flip will determine seeds for championship rounds.

**Awards**

Awards will be presented for champions and second, third, fourth and fifth places. Individual medals Individual medals will be presented to each championship, second- and third-place team member in both divisions.

**Fees**

Tournament entry fees are non-refundable.