



## EVENT RULES

1. All teams must be USA Hockey registered.
2. All teams must supply roster stickers for each game.
3. All play will be governed by USA Hockey Rules unless otherwise specified below.
4. All players must have legal equipment.
5. The home team will wear white jerseys and visitors wear dark.
6. Teams should supply their own warm-up pucks.
7. Teams may consist of a maximum of 20 players
8. All games will consist of 3-minute warmup and 3 periods; each period consisting of 12 or 15 minutes in length and following stop time rules. 12U & 14U will play three 12-minute periods. 16U & 19U will play three 15-minute periods.
9. DELAYED OFFSIDES will be played for all age groups.
10. Running time will be in effect during the 3rd period, only when a team is winning by 5 goals. Stop-time will resume once the score is within 2 goals.
11. If a game is tied at the end of regulation, a 3-person shootout will take place. During the championship games, a 5-minute sudden death overtime will take place prior to the 3-person shootout. 12U & 14U teams will play 5v5 overtime, 16U & 19U teams will be 4v4.
12. Trophies will be given to the top team in each division.
13. Fighting is not tolerated. Referees will be instructed to eject players engaged in fighting.
14. Referees will be allowed to forfeit the game of a team guilty of misconduct.
15. Penalties shall be served as follows:
  - a. Minor Penalty: 2.0 minutes. (1.5 minutes for 12U)
  - b. Major Penalty: 5.0 minutes
  - c. Misconduct: 10.0 minutes
  - d. Game Misconduct: Ejection plus 1 game
  - e. Second Game Misconduct: Ejection from tournament
  - f. Fighting: Ejection from tournament.
16. A player or goalkeeper on the roster who is unable to play, other than through suspension, may be on the players' bench without being considered team personnel if she is wearing the team jersey and all required head and face protective equipment.
17. No timeouts will be allowed in the round robin games. One timeout will be allowed in the championship games.
18. No appeal shall be allowed from a referee's decision to eject a player from a game or from the tournament. No appeal shall be allowed from any discretionary decision or call by a referee or linesman.
19. All teams must be prepared to play games Friday, August 30th.

*see next page*



### **SHOOTOUT PROCEDURE:**

Home team will decide who will shoot first. Designated shooters for both teams will alternate shots. If the score remains tied after 3 rounds, new players will participate in a sudden-death shootout. The players in the first group of 3 may not shoot again until all other eligible players on their team have had a turn OR the opposing team has used all of their shooters. Players with time remaining on their penalty are not eligible for the shootout. Goalies are not eligible.

### **STANDINGS:**

All divisions will be scored 3 points for a regulation win, 2 points for a shootout win, 1 point for a shootout loss, and 0 points for a regulation loss.

Any forfeited games will be recorded as a 3-0 score.

### **POINT TIEBREAKER:**

1. HEAD TO HEAD. *Note: If a team defeats the other team(s) that they are tied with, they will be ranked ahead of those other teams.*
2. MOST TOTAL WINS.
3. GOAL DIFFERENTIAL – GOALS FOR MINUS GOALS AGAINST IN ALL GAMES PLAYED. *Note: In a given game the goal differential will be a maximum of (6) regardless of a greater goal differential.*
4. FEWEST GOALS ALLOWED FOR ALL GAMES PLAYED.
5. MOST GOALS SCORED FOR ALL GAMES PLAYED.
6. FEWEST MINOR PENALTIES IN ALL GAMES PLAYED.
7. FEWEST TOTAL PENALTY MINUTES IN ALL GAMES PLAYED. *Note: Game Misconducts will count as 10 minutes.*
8. COIN TOSS

NO TOURNAMENT OFFICIAL has the right to change a score sheet or reverse a call from a referee. Once a game is over the score sheet is FINAL.