WAYZATA YOUTH HOCKEY ASSOCIATION

Fire on Ice Tournament Rules

Squirt A/B1

2026-2027

OVERVIEW

- Only USA Hockey-registered referees will be used.
- Medical attendants will be provided for each game.
- All games will be played under USA Hockey rules as modified by Minnesota Hockey and Wayzata Home District 3.
- A maximum of 20 players, of which not more than 18 are skaters, shall be permitted to play in each game.
- Not more than four team officials (coaches) will be allowed on the bench while games are in progress, and all must be listed on the team's USA Hockey Roster submitted ahead of tournament participation.
- The first team or team listed on top of the bracket is the home team and will wear light-colored jerseys. Wayzata teams will always be home, regardless of bracket placement unless specified otherwise.
- Running time begins in the third period when a team gains a four-goal advantage. Stop time will revert if the four-goal advantage is not maintained.
- Fighting or any deliberate action to injure or recklessly endanger another player will not be tolerated and will result in removal from all remaining games of the tournament. Fighting will be assessed as a 5-minute major penalty PLUS a game misconduct.
- In accordance with USA Hockey Rule 404(b):
    - A player or coach incurring a game misconduct penalty shall also be suspended for his team's next game.
- In accordance with USA Hockey Rule 403(b), if there are two major penalties in one game, there shall be a minimum two-game suspension.
- If a coach receives a game misconduct penalty, he may not remain on the bench or direct team play in any way
- Any player who receives any combination of three penalties in one game will be out for the balance of that game.

- Any player ejected from a game for any reason must be escorted from the ice to the locker room by a coach or team locker room monitor (IAW D-3 Hockey Rule 2.7.1). SafeSport policies must be followed.
- Teams are required to abide by their governing bodies' rules/regulations.
- Game start time is on-ice time. Games will not start early, unless explicitly authorized by the Tournament Director.
- Any abusive language or conduct directed to the game officials by the players, coaches, manager, parents or spectators will not be tolerated. Corrective action, including removal from the rink will be taken. There will be no protests; the decisions of the tournament officials are final.
- It is imperative all participants and spectators respect all players, coaches, officials, administrators, spectators and the sport of hockey. Taunting or unsportsmanlike conduct directed at any individual will not be tolerated.
- MN Hockey requires any game be stopped to remove any spectator deemed detrimental to the game, in the opinion of the officials. Per the MN Hockey Handbook, an offending spectator will be suspended from attending any hockey events for a minimum of three additional games. Please promote a safe and positive playing environment for all participants.

	Squirt A/B1
WARM UP TIME	5:00 min
PERIOD LENGTH	12:00 min
ICE RESURFACING	Between Games
CLOCK	Stop time
PENALTY MINOR	1:00 min
PENALTY MAJOR	5:00 min
PENALTY MISCONDUCT	10:00 min
BREAK BETWEEN PERIODS	1:00 min
BREAK BETWEEN REGULATION & OT	1:00 min
TIME OUTS	1/game

POOL PLAY SCORING

Pool play and point awards:

- No overtime. Games will be allowed to end in a tie.
- Advancement to final round/bracket play shall be determined by total points:
    - Six (6) points shall be awarded for a win
    - Three (3) points shall be awarded to each team for a tie
    - One (1) point shall be awarded for a shutout
    - Zero (0) points for a loss

If two teams have an equal number of points at the conclusion of pool play, the winner will be determined by:

- Head-to-head competition results
- Goals against (up to max differential of 3/game)
- Goals for (up to max differential of 3/game)
- Most shutouts
- Coin toss

After completion of Pool play, teams will be seeded according to the number of total points within their respective pools, determined per rules. The teams with the highest number of points will be #1 and play for the championship, with the #2 teams playing for third. The remaining four teams will play friendly matches as coordinated by the Tournament Director in an effort to avoid same-district pairings.

SUNDAY BRACKET PLAY RULES

The game is decided based upon the total goals/score of the game. There is overtime-played to a winner if the game is tied at the end of regulation:

- The teams shall not change ends.
- One five-minute stop-time sudden victory period will be played 5 on 5
- If the game remains tied, there will be a three-person shootout to determine the winner
    - All three players for each team are allowed to shoot (i.e. shootout is not sudden victory)
    - If necessary, shootout will continue in groups of **one** (original players may not be used again until ALL remaining players have shot) until there is a goal differential to determine a winner