

Jr. Gold Classic Tournament Rules

2025-2026

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 District 3 and exceptions as listed
- 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 in the player's box while games are in progress, and **all must be listed** on the team's USA Hockey Roster
- The first team or team listed on top of the bracket is the home team and will wear white jerseys. **Wayzata teams will always be home, regardless of bracket placement unless specified otherwise by the Tournament Director.**
- Running time begins in the third period when a team gains a four-goal advantage. The clock will revert to stop time 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, except when there are 2 major penalties in one game, there shall be a minimum two-game suspension (Rule 403b)
- 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 3 penalties in one game will be out for the balance of that game
- IAW D-3 Hockey Rule 2.7.1:



- 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. 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 that all participants and spectators have respect for all players, coaches, officials, administrators, spectators and the sport of hockey. Taunting or unsportsmanlike conduct directed at opponents or officials 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 | PEEWEE | BANTAM | 16U/JR.GOLD |
|--|---------------|---------------|---------------|--------------------|
| WARM UP TIME | 5:00 min | 5:00 min | 5:00 min | 4:00 min |
| PERIOD LENGTH | 12:00 min | 15:00 min | 15:00 min | 15:00 min |
| ICE RESURFACING | Every game | Every game | Every game | Every 2 Periods |
| CLOCK | Stop time | Stop time | Stop time | Stop time |
| PENALTY MINOR | 1:00 min | 1:30 min | 2:00 min | 2:00 min |
| PENALTY MAJOR | 5:00 min | 5:00 min | 5:00 min | 5:00 min |
| PENALTY MISCONDUCT | 10:00 min | 10:00 min | 10:00 min | 10:00 min |
| BREAK BETWEEN PERIODS | 1:00 min | 1:00 min | 1:00 min | 1:00 min |
| BREAK BETWEEN REGULATION & OT | 1:00 min | 1:00 min | 2:00 min | 2:00 min |
| TIME OUTS | 1/game | 1/game | 1/game | 1/game |



Jr. Gold CLASSIC SCORING

POOL PLAY RULES 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 round robin play, the winner will be:

- Head to head competition
- 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 determined per rules. The team with the highest number of points will be #1.

For 6 team tournaments, final round/bracket play begins with games as follows:

- Seed #1 vs Seed #4
- Seed #2 vs Seed #3
- Seed #5 vs Seed #6

Winners of the top two games, will proceed to a final game with the winner of #1 vs #4 playing the winner of #2 vs #3. This game will decide first and second place for the tournament.

Loser of the top two games, will proceed to a final game with the loser of #1 vs #4 playing the loser of #2 vs #3. This game will decide 3rd and 4th place for the tournament.



SUNDAY BRACKET PLAY RULES

Game is decided based upon 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

