

WCFO 2026 Tournament Rules

1. GENERAL: All USA Hockey rules shall apply, except as modified below.

2. COMPOSITION: In a three-team division each team will play each other twice. The 4-6 team divisions will consist of a round robin, where all teams play a total of 3 games. The Championship round for these divisions will consist of the two highest ranked teams after the round robin playing for 1st and 2nd place, and 3rd- 6th will play in a consolation round.

3. TIEBREAKERS: Tiebreaker/Advancement to Consolation or Playoff Round:

3(a) If two or more teams have an equal number of points, their positions in the standings shall be determined by the following tiebreaker formulas:

- A. Total points acquired in games played by the tied teams.
- B. Head-to-head competition- between the tied teams.
- C. Most Wins between the tied teams.
- D. Goal differential between the tied teams using Goals For (GF) minus Goals Against (GA). The differential is limited to a maximum of six GF for any individual game.
- E. Fewest Goals against (GA) in all the preliminary/round robin games.
- F. Quotient formula (GF+GA)/GA in order of the greatest quotient.
- G. Team with the least total number of penalty minutes for games played in preliminary games.

3(b) In all Championship games if a tie occurs at the end of regulation play, the winning team will be determined by:

- A. A (5) minute sudden death 3v3overtime period.
- B. A five (5) puck per team shootout with teams alternating shots. Visiting Team shoots first. The team with the most goals after each team has shot 5 times or if during the shootout a differential score indicates a clear winner then that team is immediately declared the winner. Five different players must be used for this shootout.
- C. A sudden death shootout alternating with one (1) shot per team. Visiting Team shoots first. The winner will be declared after each team has shot an equal number of pucks and one team has a one (1) goal lead. The original five players used under Rule B and goalies are not allowed to shoot under Rule C. The shootout will continue, exhausting the roster before any one player is allowed to shoot again, until a team is declared the winner.

Overtime and shootouts may be limited by the available ice time at the discretion of the Tournament Director

4. LENGTH OF GAMES: Game time slots are 1hour and 30 minutes (which includes an ice cut at the end). Each game will consist of three 15-minute stop time periods, unless any of the following occur:

- A. At the end of the second period if less than 24 minutes is remaining in the game time slot the referee will direct the timekeeper to put one half of the remaining time on the clock for the third period.

B. If a seven-goal spread exists at any time during the second period, or a five-goal spread exists at any time during the third period, running time will commence. If the scoring spread returns to less than a five-goal differential, then stop time will be reinstated.

C. At any point the Tournament Director or an official representative may initiate running time when it is necessary to do so to avoid jeopardizing the Tournament Schedule. During running time, the length of penalties will remain of the duration prescribed by USA Hockey rules. During running time, the clock will be stopped only for goals, penalties, and injuries and the clock will resume running upon the drop of the puck during the ensuing face-off. If a penalty expires during a stoppage in play, the penalized player may not return to the ice until play has resumed.

5. PENALTY TIME: Minor penalties will be given 2:00 minute penalty times. Running clock situations may affect penalty times.

6. TIME-OUTS: No time-outs will be allowed in first round games, if a team calls a time-out, a two-minute bench penalty to be called. During the Consolation and Championship games each team will be permitted one time-out of one minute duration and can only be called during a stoppage in play. If a team calls a second time-out, a two-minute bench penalty will be called.

7. HOME/VISITOR BENCH&UNIFORMS: The "Home" team will use dark colored jerseys. "Away" teams will wear light jerseys. The Home team will use the player's bench on the north side of the rink (closest to the scoreboard) and the Visiting team will use the bench on the south side. If your team does not have two sets of jerseys it is your responsibility to contact the opposing team's officials to coordinate any change in jersey colors and notify the on-ice officials of the change.

8. ARRIVAL AT GAMES: All teams should arrive at the Ice Arena one (1) hour before the scheduled game time and be ready to start their game up to 30 minutes early. Any team not ready to go on to the ice at the scheduled game time and/or up to 30 minutes ahead of the scheduled game time, shall forfeit the game at the discretion of the Tournament Director or Representative. If a team forfeits a game for any reason prior to the start of the game, the forfeited game shall be recorded as a 1-0 victory for the non-offending team.

9. SCORE SHEETS: The score sheets will be filled out at the check-in/information table up to one hour before each game. All bench coaches must sign the score sheet. The player's names must be filled out in alphabetical order by last name. Your copy of the score sheet will be available at the main information table after the conclusion of the game. Only players that are on the roster submitted beforehand, will be allowed on the scoresheet as a playing player.

10. LOCKER ROOM PROCEDURES: Keys to the locker rooms at the Redwood Empire Ice Arena will be used by office officials only. They will be locked during games and will be unlocked once a SafeSport certified coach or volunteer is present. Locker rooms will be inspected before and after your team's use. Locker rooms are for players, managers, and coaches only. A coach or manager is required to be always in the locker room with the team. Any player(s) ejected from a

game must be accompanied to the locker room by a team official and that team official must remain in the locker room with the player until the player changes and leaves the locker room. A player ejected from a game will not be allowed in a locker room by themselves under any circumstances Please clean up and vacate the locker rooms within 20 minutes of the conclusion of your Game.

11. DAMAGES TO RINK AND FACILITIES: Should any player or players, coaches, managers, parents or friends willfully damage any property at the Redwood Empire Ice Arena or any other tournament facility or Hotel, all costs for repairs or replacement shall be borne by the team or teams involved. Immediate arrangements for restitution must be made with the Rink or respective manager. Infractions of this rule will be grounds for dismissal of the offending team from the remainder of this as well as all future tournaments hosted by the Santa Rosa Junior Hockey Club.

12. SPORTSMANSHIP: Fighting, abusive behavior, profane or vulgar language, or unsportsmanlike conduct by players, team officials, or spectators will not be tolerated, either on or off the ice, and will be grounds for a team's removal from the tournament without refund of any nature. The Referees and the Tournament Officials shall have the option of ending any game immediately should they feel that the players or game officials are endangered. In such case, the Tournament Director and the On Ice Officials will determine the outcome of the game. Any team that is ejected or that withdraws from the tournament will be in "last place" in its division.

13. PENALTIES AND DISCIPLINE: USA Hockey Official Playing Rules shall govern the assessment of penalties. An individual player or team will be immediately ejected from the tournament for just cause, which is defined as anything that the tournament officials see as severely detracting from the quality of the tournament including but not limited to, abusing or damaging the arena or other tournament facilities. This includes incidents occurring outside the tournament and arena that require a police presence or any other actions by teams, players, coaches, parents or friends of the team that put any other persons' well-being in jeopardy.