

St. Louis Park Winter Classic Tournament Rules

Girls 15U A & B TOURNAMENT: Jan. 9 – Jan. 11, 2026

Four games guaranteed.

Team award for 1st, 2nd and 3rd place.

Please e-mail Alison Holland (Tournament Director) with any questions

tournaments@slphockey.com

Medical Personnel: A Certified Medical Responder will be onsite for all games played. In the event of an injury, the medical responder will attend to the player(s) involved. A coach may NOT go out on the ice unless invited by the trainer or referee.

Operating Rules: All games will be played under USA Hockey rules, as modified by MN Hockey, and District 3. Final rules will be given to coaches and managers at check-in.

Canadian Teams: Canadian teams must wear protective equipment as designated by CAHA.

Neck Guards: Neck laceration protection, i.e. neck guards, are required and must be worn during all tournament games. Any player not wearing a neck guard will be asked to leave the ice and can return once worn. Plastic earpieces must be attached and worn at all times.

Locker Room Monitors: Locker room monitors must be present inside locker rooms at all times when more than two players are present. All LRM's must have a cleared background check and complete SafeSport training. Players will not be allowed into a locker room until a locker room monitor is present.

Behavior: Any abusive language or conduct directed to the game officials by the players, coaches, managers, parents or spectators will not be tolerated. No noise makers allowed. Corrective action will be taken (this may include removal from the arena grounds). All participants (players, coaches and fans) are expected to show good sportsmanship.

Warm-ups: All games shall have a four-minute warm-up.

Game Times:

15A: Games will be 15-minute stop time for all three periods. Ice will be resurfaced before the start of each game and between the 2nd and 3rd periods.

15B: Games will 15-minute stop time for all three periods. Ice will be resurfaced before the start of each game. The ice will NOT be resurfaced between periods.

Both levels: If a team has a 5-goal lead at any time after the first period, the game clock will become running time. Once started, running time will remain if the deficit remains no less than five goals. Should a lead drop below the 5-goal threshold, the game clock will revert to stop time. Games may start up to 15 minutes early.

Team: A maximum of 20 Players may be rostered and suited for each game. No more than 4 adults (coaches) with the appropriate USA Hockey Certification will be allowed on the bench during the game. Any players or other personnel on the bench less than 18 years of age must wear an approved helmet at all times. A team roster must be furnished to the tournament headquarters at least 30 minutes prior to the first game. No additions may be made to this roster.

Time Outs: One, 1-minute timeout will be allowed per team, per game. This action will stop running time.

Penalties: Except as noted, penalty times will be assessed according to the USA Hockey rules.

All minor penalties will follow current District 3 rules.

- A game misconduct penalty will result in an immediate removal from the game with an automatic next game suspension.
- Any player who receives 3 penalties in the same game shall be immediately removed (ejected) from the remainder of the game. The ejected player will not receive additional game suspensions.
- A head coach will receive a one-game suspension when a team accumulates 12 penalties during a game. The suspension shall be enforced the following game.

FIGHTING: Major penalty plus game misconduct and removal from tournament.

Format: Competition format will consist of pool play followed by seeded bracket play. Games will be played to a Win, Loss, or Tie, there will be no overtime in pool play.

- 2 points of a win
- 1 point for a tie
- 0 points for a loss

Home Team: Teams listed first in pairings will be considered home teams and will be required to wear light colored jerseys.

Ties: Tie breaking procedures for teams after pool play:

1. Goal differential – combo of all games played
2. Goals allowed (fewest)
3. Goals scored (max of 7 per game)
4. Least penalty minutes

5. Coin toss (with head coach of both teams present)

In a case where a tie involves more than two teams, the tie breaking procedures beginning with goal differential, shall be used in succession until the position of the 1st place team has been determined. The remaining tied teams will continue the tie breaking procedure. The tie breaking procedure will not revert to any previously used procedure.

In no case will any team be credited with more than seven (7) goals difference for statistical purposes

Overtime: For Championship and Third place games, if a game is tied at the end of regulation, there will be a 1-minute rest period followed by a sudden death 4v4-5:00 minute running time overtime period. Should the game remain tied after the OT period, then a three-person shootout will be used to decide the game. Regarding the shootout, the designated home team will choose which team shoots first. If necessary, the shootout will continue as a sudden death shootout. First team to score wins as long as the opposing team has had an equal number of shootout chances. No shooter may shoot more than once unless all the skaters from said team have already shot.

Tournament Management: The Tournament Director has the final authority to make any changes to format or decisions necessary to assure the Tournament is played within a responsible amount of time.

Disputes: Referees have the final decision-making power for all on-ice disputes. The Tournament Director has the final say on all other disputes. Dispute decisions are final.