



# RULES & REGULATIONS

The Boji Blast Hockey Tournament is intended to provide a fun, competitive, and enjoyable experience for all teams, players, coaches, parents, sponsors, and spectators. Improper or abusive behavior will not be tolerated. Each team is expected to demonstrate strong sportsmanship and respect for officials, opponents, and tournament staff.

## GENERAL PROVISIONS:

- The USA Hockey Official Rules and additional tournament rules will be in effect for all games.
- All coaches/managers are responsible for reviewing all rules in advance of the tournament.
- Properly certified team roster must be submitted prior to the tournament.
- Teams MUST check-in at the tournament table 45 minutes prior to the start of their first game to verify the GameSheet roster.
- Only players (maximum of 20) and coaches (maximum of 4) listed on the official USAH Roster are allowed on the bench.
- Teams will be responsible for any damages or littering to locker rooms and other arena facilities.

## GAME FORMAT

- Warm-up time will vary by division: Squirt teams will have a 5 minute warm-up, PeeWee teams will have a 4-minute warm-up, and Bantam teams will have a 3-minute warm-up prior to the start of each game. Teams should be ready 15 minutes before their scheduled game time.
- 3 – 12-minute stop clock periods during Squirt tournaments and 3 – 15-minute stop clock periods during PeeWee/Bantam tournaments.
- 1-minute rest time between periods with no resurfacing.
- Ice will be resurfaced before each game at the Squirt/Peewee level and every 2 periods at the Bantam level. Ice resurfacing may be adjusted at the discretion of the Tournament Director if the tournament falls behind schedule.
- Running clock will be implemented if there is a 5 goal differential at any time during the game. Under a running clock, the clock will only stop for penalties and injuries and will not stop for goals or any other whistles. Stop-time will resume if the goal differential is reduced to 4 goals or less.
- Each team will be permitted a 1-minute timeout per game.

## POOL PLAY FORMAT

- No overtime or shootout will be played in any pool play games.
- Point system for pool play will be as follows:

- 2 points for a win
- 1 point per team for a tie
- 0 points for a loss
- Tie Breakers for pool play point system:
  - Head-to-head competition
  - Goal Differential (maximum of 6 goal differential)
  - Goals against
  - Goals for
  - Coin toss

In a case where a tie involves more than 2 teams, head-to-head will not be used. The tie breaking procedure, beginning with goal differential, will be used in succession until the position for the first team has been determined. If after the position of the first team has been determined, the remaining teams are still tied, the tie breaking process will continue and move to the next procedure as necessary.

## BRACKET FORMAT

### ● 5<sup>th</sup> Place and 7<sup>th</sup> Place Games

If the game is tied at the end of regulation, the game will proceed directly to a 3-player shootout to determine the winner. There will be no overtime period played.

- The visiting team will shoot first.
- All players are eligible for the shootout unless they are currently serving a 10:00 minute misconduct penalty or have been assessed a game misconduct or match penalty.
- If still tied after 3 players, the shootout will go to a sudden death format, with each team having an equal number of chances.
- Players will only shoot once until each member of their team has taken at least one shot.

### ● Championship and 3<sup>rd</sup> Place Games

If the game is tied at the end of regulation, a 5-minute sudden-death overtime period will be played 5-on-5.

- There will be a 1-minute rest period prior to the start of the overtime period.
- No timeouts will be allowed during overtime play.
- If a team has a player still serving a penalty at the end of regulation, the 3 on 3 overtime period will start as 4 on 3. Additional penalties to the already penalized team will result in 5 on 3. Players will be released from the penalty box as per normal play rules. Once even strength is reached, play will return to 3 on 3 at the next whistle.

If the game remains tied after overtime in the Championship or 3<sup>rd</sup> Place games, a 3-player shootout will determine the winner.

- The visiting team will shoot first.
- All players are eligible for the shootout unless they are currently serving a 10:00 minute misconduct penalty or have been assessed a game misconduct or match penalty.
- If still tied after 3 players, the shootout will go to a sudden death format, with each team having an equal number of chances.
- Players will only shoot once until each member of their team has taken at least one shot.

## PENALTIES AND MISCONDUCT

### ● Penalties:

- Minor 1:30 minutes (2:00 minutes for Bantam)
- Major 4:00 minutes (5:00 minutes for Bantam)
- Misconduct 8:00 minutes (10:00 minutes for Bantam)
- Fighting 5:00 minute major and tournament ejection

- Should a player receive a total of 4 penalties during the same game, the player will be assessed a game misconduct.
- Should a team receive 12 penalties during the same game, a coach will receive a game suspension.
- Referees will be instructed to strictly enforce USA Hockey Zero Tolerance rules.
- The tournament Director and staff reserve the right to remove from the arena players, coaches or spectators who violate USA Hockey Zero Tolerance Policies.

#### **ATTENTION COACHES AND MANAGERS**

- Practice pucks will be provided by the tournament.
- Teams must provide penalty box attendant, and locker room monitors for all games.
- Home teams wear white jerseys. Away teams wear dark jerseys.
- Teams may not enter the ice surface until the Zamboni doors are closed and referees are present.
- Warm up time begins when the first team steps on the ice.
- All games will be completed in the set amount of time. If time becomes an issue, at the discretion of the tournament director, a running clock may be issued at any point in the game.
- All referee decisions are final. No protests allowed.

#### **LIABILITY DISCLAIMER**

The Boji Blast Hockey Tournament, Lakes Area Hockey Association, Lakes Ice Arena, tournament sponsors, officials, arena management, volunteers, and all affiliated organizations are not responsible for injuries or accidents incurred by players, team officials, parents, or spectators while attending, participating in or traveling to or from the tournament.