Tournament Rules
IceBreaker Squirts & Peewees

- ➔ The Rhinelander Ice Association and Rhinelander Ice Arena enforce the USA Hockey ZERO TOLERANCE policy. Decisions of the Referees and Tournament Directors are final

- ➔ Peewee games will consist of 3 Fifteen minute stop time periods.Squirt games will consist of 3 twelve minute stop time periods. A FIVE goal lead at ANY time will result in running time until the lead falls to less than five goals. **Teams will NOT switch ends for the second period. They will play the entire game defending the same end of the ice.**

- ➔ The Ice will be resurfaced prior to every game.

- ➔ Teams must be ready to play 15 minutes prior to the scheduled game time. Games may begin early when time permits.

- ➔ One timeout per team per game will be permitted.

- ➔ The Squirt Tournament is Pool Play followed by Championship Play. In pool play, 2 points will be awarded for a win, 1 point for a tie, and 0 points for a loss. No overtimes will be played in pool play rounds. To determine “place” at the end of pool play, points will be added from the pool games. If there is a tie in points, the following criteria will be used to break the tie: 1. Head to head competition (unless more than a two way tie), 2. Goal differential, 3. Goals scored, 4. Goals allowed. 5. Coin Flip. The maximum goal differential awarded per game is 7. In Championship Play, if tied at the end of regulation, there will be a 4 minute sudden death overtime. If still tied, a 3 player shoot out will occur. If still tied, a sudden death shoot out will occur.

- ➔ The Peewee Tournament is Round Robin Play. 2 points will be awarded for a win, 1 point for a tie, and 0 points for a loss. No overtimes will be played. To determine “place” at the end of tournament, points will be added from all the games. If there is a tie in points, the following criteria will be used to break the tie: 1. Head to head competition (unless more than a two way tie), 2. Goal differential, 3. Goals scored, 4. Goals allowed. 5. Coin Flip. The maximum goal differential awarded per game is 7.

- ➔ Each team will have a 3 minute warm up. The warm up will commence once referees are on the ice. Keep in mind that if running ahead of schedule, a game may begin up to 30 minutes early.

- ➔ A one minute rest period will be given between periods.

- ➔ For all circumstances not listed in these rules, standard USA Hockey rules shall apply.

- ➔ Tournament Coordinators reserve the right to make player trades to make the games even and competitive.

- ➔ We ask that each team help us by providing a penalty box worker for each of their games.

Squirt & Peewee Goaltender Rules

- Each goaltender will play one-half of each game with each team.
- Teams will not switch ends during the tournament. Goaltenders will switch halfway through the game during a stoppage in play.
- The scorekeeper's booth will announce the goaltender change at the appropriate time.
- Goals-against average will be used for seeding in the Squirt division and for placement in the Peewee division.
- **Squirt division:** Sunday's games will be added to the results from the previous games, and the total tournament goals-against average will be used to determine final placement.