



48th HOPKINS RASPBERRY JAM TOURNAMENT

Medical Personnel: A Certified Athletic Trainer or EMT will be present at all games. In the event of an injury, the trainer 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 all rules and guidelines provided by [USA Hockey](#) and [Minnesota Hockey](#) and [D3 rules/regs](#). Final rules will be given to coaches and managers at check-in.

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

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

Neck Guards: 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.

Locker Room Monitors: Locker room monitors must be present inside locker rooms at all times when more than two players are present. Players will not be allowed into a locker room until a locker room monitor is present. Team Manager will email Tournament Director the name and contact information of each SafeSport & background checked LR Monitor 2 weeks prior to the tournament.

POOL PLAY

Each team will be awarded one 1-minute time-outs and no overtime during the pool play. In the event of a team forfeit, score will be posted 1-0. Scoring: Win = 2 points -- Tie = 1 point -- Loss = 0 points

Pools: There will be two pools (Jam Pool & Jelly Pool), each consisting of 3 teams. Each team will play the three teams in the other pool to determine ranking for the playoff round.

Game Times: Games will be 12 minutes stop time for all three periods for all squirt levels and PeeWee B/C. PeeWee A & Bantam B/C will be 15 minutes stop time, and Bantam A games will be 15 minutes stop time with an ice cut in between the second and third periods. If a team has a 5-goal lead at any time after the first period, the game clock will be running time. Once started, running time will remain as long as 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. Ice will be resurfaced after each game. Each team will be allowed a single 1 minute time-out during each game.

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.

Penalties: Except as noted, penalty times will be assessed according to the USA Hockey rulebook. · All minor penalties will follow current District 3 rules. · Game misconducts: immediate removal from the game with an automatic minimum next game suspension. · Players will be assessed a game misconduct after 4 penalties in the same game, with immediate removal from the game plus an automatic minimum next game suspension. 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.

If a player is ejected from a game there must be at least two adults consisting either of locker room monitors or coaches in the locker room with the suspended player. If there is a break and players go to the locker room without coaches, a locker room monitor must be inside the locker room.

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

FAN REMOVAL: The Hopkins Youth Hockey Association is a staunch supporter of all officials, on-ice and off-ice. No abuse of youth hockey officials will be tolerated during the Hopkins Youth Hockey Association Raspberry Jam Tournament. Should an on-ice official find cause to remove a fan from any of our participating arenas during the tournament, the offending fan's team will receive a 1:00 minute minor unsportsmanlike penalty.

CHAMPIONSHIP/PLAYOFF ROUND

Playoff formats are subject to change—reflective by the number of registered teams at any given level.

Pool standings will be determined by total points. The final round of play will consist of first place in the Jam Pool playing first place in the Jelly Pool for the tournament championship; the second place team in the Jam pool will play the second place team

in the Jelly Pool for tournament third place; and the third place in the Jam Pool will play the third place team in the Jelly Pool for the tournament fifth place.

TIE-BREAKERS

If, after Pool Play, two teams in a pool are tied in points, the rankings will be resolved by the following criteria:

- **Goal differential.** The lowest goal differential (goals for minus goals allowed). A maximum goal differential of 7 goals per game are allowed. If the teams are still tied:
- **Least goals allowed.**
- **Fewest Penalty Minutes**
- **Coin Flip**

CHAMPIONSHIP/PLAYOFF OVERTIME

Tie games for Championship and 3rd place games will be decided in a 5 minute 4-on-4 overtime. If still tied, a 3 round shoot-out will follow. Teams will not switch ends. Each team will alternate attempts. The home team has the option of going first or second, but must maintain order for the remainder of the shootout. The team that outscore their opponent will be the winner. If the game is still tied after 3 rounds, a sudden death shootout will occur. During sudden death rounds, each team will have one shot to outscore the other team. No shooters may go again in the shootout, unless every other skater on the bench has made an attempt. Coaches may change goalies at their discretion during the shootout.

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. Games may start up to 15 minutes early.

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