December 4-6, 2026
Ithaca, New York

TOURNAMENT RULES: PART I

1. Age Levels: There are five age levels in this tournament: 8U, 10U, 12U, 14U/16U, and 16U/19U.

2. Registered Players: All players who participate in the tournament must be registered on a USA Hockey team for the current season. Teams are required to provide an approved USA Hockey roster prior to play. Dual rostered players will be accepted as long as they are listed on the approved USA Hockey roster.

3. Game Format: Each age level will have four teams. Every team at each age level will play a round robin of three games. * At the end of round robin play, standings for each division will be determined on the basis of points awarded in the following manner: **two (2) points for a game win, and one (1) point to each team for a tie.** The 1st place team will play the 2nd place team in the championship game. The 3rd and 4th place teams will play in the third-place game.

* Each team needs to supply one person for their penalty box.

4. Length of Games: All games will have a three-minute warm-up period. Teams not ready to play will forfeit their warm-up time.* There are no timeouts except at 10U and above during championship games (one sixty-second timeout per team). The ice will be resurfaced at the end of each game.

- 8U teams will play two 20-minute run-time periods. Penalties will be called according to the 8U rules below (see Tournament Rules: Part II: 8U Rules).
- 10U teams will play three 12-minute stop-time periods with 1-minute minor penalties. Major penalties are 3 minutes and misconducts are 6 minutes.
- 12U teams will play three 14-minute stop-time periods with 90-second minor penalties. Major penalties are 4 minutes and misconducts are 8 minutes.
- 14U/16U teams will play three 15-minute stop-time periods with 2-minute minor penalties. Major penalties are 5 minutes and misconducts are 10 minutes.
- 16U/19 teams will play three 16-minute stop-time periods with 2-minute minor penalties. Major penalties are 5 minutes and misconducts are 10 minutes.

* Teams should arrive at the rink at least 30 minutes prior to their scheduled game time. **Teams must be ready to play 15 minutes before the official game time.**

5. Uniforms: Teams designated “home” will wear white/light uniforms. Teams designated “away” will wear dark uniforms.

6. Use of Goalies: Any player who appears on a team’s official roster may play in net. Teams may not use an emergency backup goalie who does not appear on their roster. All games must start on time, so if a goalie is not ready for any reason, her team will play with six skaters and the goalie will enter the game when ready (which does not require a stoppage in play).

7. Defaults: Should there be a willful default by a team in the tournament, that team is eliminated from further tournament play and the winner from the default is awarded the win and receives the score of 1-0.

8. Overtime: For round robin and consolation games, games tied at the end of regulation play will end in a tie. For any championship game, teams tied at the end of regulation play will play overtime periods of 3 minutes beginning with 5 on 5, plus goalies, for the first overtime period, then 4 on 4, plus goalies, for the second. The team scoring the first goal in overtime wins.

9. Shootout: In the event that neither team scores a goal during overtime play, a shootout will take place in accordance with tournament shootout rules (see Tournament Rules: Part III: Shootouts).

10. Tie-Breaking Rules: If two or more teams finish round-robin play with the same number of standings points, the following tiebreakers will be applied in order:

- **Head-to-Head Points:** If exactly two teams are tied, the team earning the most points in games between those teams ranks higher.
- **Goal Ratio:** The team with the highest goal ratio ranks higher. Goal ratio is calculated as total goals scored divided by total goals scored plus goals allowed (GF ÷ [GF + GA]) during round-robin play.
- **Fewest Goals Against:** The team allowing the fewest goals during round-robin play ranks higher.
- **Fewest Penalty Minutes:** The team accumulating the fewest penalty minutes during round-robin play ranks higher.
- **Final Tiebreaker:** If teams remain tied after all four criteria, the final ranking will be determined by a coin toss conducted by the Tournament Director and entered manually into GameSheet.

Three-Way or Multiple-Team Ties: When three or more teams are tied, head-to-head results are skipped. Teams are ranked using goal ratio, followed by the remaining criteria as needed. Once a team's position is determined, the tiebreaking process does not restart.

Important: A team may rank below another team it defeated during round-robin play. Official GameSheet standings will determine playoff seeding and advancement.

11. Fighting and Game Misconduct: Fighting is not allowed. Any player and/or team official assessed a major fighting penalty will be suspended for the remainder of the tournament. Any player and/or team official who is assessed a game misconduct penalty will be suspended for the team’s next game at the tournament, if there is one, per USA Hockey rules (Rule 404). Any

player who incurs 4 penalties within a game shall be assessed a game misconduct. Any coach whose team incurs more than 10 penalties within one game shall meet with the disciplinary committee prior to their next scheduled game. Any coach whose team incurs 12 or more penalties during one game shall be suspended for the next scheduled game of that team (Rule 401b). If a player is ejected from the game, a coach from the team's bench must escort the player to the locker room and remain with the player until a parent or guardian arrives.

12. Mercy Rule: If one team is ahead by seven or more goals at any point in the third period, the clock will change to running time.

13. General Rules: Except as indicated here, all USA Hockey rules will govern and will be enforced, including the following:

- Abuse of officials and use of language that is hateful or discriminatory in nature anywhere in the rink before, during, or after the game will not be tolerated (Rule 601).
- The use of tobacco products, vaping products, or alcoholic beverages by any player or team official is prohibited (Rule 601f).

14. Disciplinary Committee: A disciplinary committee will operate during this tournament. It shall be composed of three people, including a non-TGHA member, and an alternate and shall be appointed prior to the first game by the tournament director. The committee shall be responsible for deciding any supplemental action, suspension or otherwise, to be taken against a player or team official receiving a game misconduct or match penalty. The committee shall have full power to increase the suspension(s) called for in USA Hockey rules for this tournament. The committee reserves the right to suspend a player for any number of games, including the remainder of the tournament, for flagrantly dangerous behavior on the ice, whether penalized during the game or not.

A player or team official will be given every opportunity to appear before the disciplinary committee to relate their version of events before a suspension from a game or the tournament is issued. However, the disciplinary committee reserves the right to enforce a suspension from a game or the tournament in the absence of a hearing (due to constraints of time, etc.).

The disciplinary committee reserves the right to suspend parents/guardians/adults from entering an arena due to inappropriate conduct.

TOURNAMENT RULES: PART II
8U RULES

1. Length of games: As aforementioned, 8U teams will play two 20-minute run-time periods.

2. Number of players: Games will be played four skaters on four skaters, plus a suited goalie, on half ice.

3. Length of shift: Shift changes will occur every two minutes at the sound of a horn/buzzer. At the beginning of each shift, when a line change is complete or nearly complete, the referee will blow the whistle to resume play and deposit the puck in a neutral area of the ice such that neither team has an advantage when retrieving the puck.

4. Offside and Icing: Offside and icing will not be called.

5. Stoppages in Play: When a goal is scored or when the puck is covered by the goalie, the referee will blow the whistle, and the defending team will be given possession of the puck behind or to the side of their own net. The attacking team will be required to back up to "center ice." Play will resume on the referee's whistle.

6. Penalties: Play will be stopped by the referee once the team that committed the penalty gains possession of the puck. The team that did not commit the penalty will be given possession of the puck at the side boards nearest to the point where play was stopped. The team that committed the penalty will be required to back away approximately twenty feet from the spot, and play will resume on the referee's whistle.

7. Round Robin and Consolation Games: Round robin and consolation games will not include overtime or shootouts (i.e. games can end in a tie). Each round robin game will use the point system described above. A tie in the standings will follow the tie-breaking rules described above.

8. Championship Game: If the score is tied at the end of regulation play, overtime will be played under the following rules:

- Two-minute overtime period, four on four (four skaters, one goalie). First goal wins.
- Two-minute overtime period, three on three (three skaters, one goalie). First goal wins.
- If neither team has scored in sudden-death overtime, the teams will proceed to a shootout, following the shootout rules below.

TOURNAMENT RULES: PART III
SHOOTOUTS

In the event that neither team scores a goal during overtime play, a shootout will take place and shall be conducted as follows:

- The referee shall call the captain of each team for a coin toss. The captain of the team that traveled farthest to the tournament will call the coin toss. The winner of the coin toss will choose whether their team shoots first or second.
- Any player, including goalkeepers, listed on the official game sheet shall be eligible to participate in the shootout.
- However, any player whose penalty has not been served when the overtime period ends or who receives a penalty during the shootout procedures is not eligible for the shootout.
- The shootout shall begin with three different shooters from each team. The players do not need to be named beforehand.
- The shooters on each team will take shots alternately until a deciding goal is scored. Any remaining shots will not be taken.
- The goalkeeper for each team may be changed after each shot.
- If the shootout is tied after three shooters for each team, there will be a sudden death shootout.

Sudden Death Shootout

- Following the same shooting order, each team will be given an additional shot. Should one team be successful and the other team not, the successful team shall win the shootout and the game.
- Players who have already participated in the shootout may not shoot again until all eligible shooters on their team (with the exception of goalies) have shot once.
- The goalkeeper for each team may be changed after each shot.
- The sudden death shootout will continue until a deciding goal is scored.