

## **Stockyard Classic Tournament Rules Mite Divisions (4 Game Guarantee)**

*It is the intent of the Omaha Hockey Club (OHC) to provide a fun and competitive tournament for all participants and spectators. Good Sportsmanship is expected of all players, coaches, parents, and spectators. Improper and abusive behavior will not be tolerated! It is the responsibility of each coach/manager to control his/her team and exemplify good sportsmanship. Teams, players or coaches who do not demonstrate good sportsmanship will be excluded from the tournament with no refund.*

### **General Rules:**

- The USA Hockey Official Rules of Ice Hockey shall apply.
- All players must be properly registered and rostered with USA Hockey.
- All coaches on the bench must be properly certified to coach through the USAH CEP program.
- Teams will be responsible for any damage or littering to locker rooms and any other arena facilities. Offending teams may be disqualified from the tournament for serious violations of this provision.
- The home team is listed first on the schedule, and will wear light colored jerseys.
- The decisions of the game officials are final. No protests are allowed.
- All games are half ice.

### **Operational Rules:**

1. The only persons allowed on the benches are eligible players in uniform and a maximum of **four (4) registered team officials**.
2. All players must wear all required equipment as approved by USA Hockey. (Including neck protection)
3. Teams must be prepared to start 15 minutes before each scheduled game.
4. The Tournament Director (or a designated representative) after consultation with the referee,

may cancel any game in progress in any instance where he/she believes it necessary to protect the welfare of players or officials. In the event of such cancellation, the Tournament Director (or a designated representative) shall determine the result of the game for tournament standings.

**ALL TOURNAMENT GAMES WILL BE PLAYED UNDER USA HOCKEY RULES WITH THE FOLLOWING EXCEPTIONS:**

**1. General Game Rules:**

- a. Each game will consist of two (2) periods, with each period consisting of a 14 minutes running clock. A buzzer will sound every two (2) minutes for shift changes. No face-offs at shift change. The game clock will be stopped in the event of an injury.
- b. There are no icing or off side rules.
- c. Games will be played half-ice. 4 players and a goalie.
- d. No overtime in pool play games, ties are allowed in pool play.
- e. For games with more than a seven (7) goal differential, only the score at a 7 goal differential will be recorded.
- f. Each team is permitted one (1) one-minute time out during playoff play. No time outs permitted in overtime play or pool play.
- g. Teams will be allowed a two-minute warm-up period prior to each game and 1 min break between periods.

**2. Rules of Play**

1. Each game will start with a face-off.
2. If the puck is frozen by the goaltender a whistle will stop play. Offensive zone players must retreat 15-20 feet from the goal mouth area. Once all players have retreated, pursuit can resume upon forward puck movement by the opposing team.
3. When a goal is scored, zone players must retreat 15-20 feet from the goal mouth area. Once all players have retreated, pursuit can resume upon forward puck movement by the opposing team.
4. Players on the ice must IMMEDIATELY STOP PLAYING THE PUCK when the buzzer sounds and return to the bench.
5. The puck will rest as is with the sound of the 90 sec line change buzzer. Ref may clear the puck to the neutral area away from benches if needed.
6. A player committing a penalty will be instructed to leave the ice for the remainder

of the shift.

7. Penalty duration equals the time remaining in the shift only.
8. The Penalized player is not eligible for return during the shift even if a goal is scored by the non-penalized team.
9. Once the penalized player leaves the ice, the non-penalized team will be awarded possession of the puck in the approximate center of the ice with the penalized team retreating 15-20 feet with pursuit allowed upon forward puck movement.

### **3. Team Standings and Tie Breaking Rules for Pool Play:**

- a. Two (2) points will be given for each win. One (1) point will be given for each tie. Zero (0) points will be given for a loss.
- b. Total points for each team will determine final positions in each division. The two teams with the highest total number of points will qualify for the championship game.
- c. If two or more teams have an equal number of points, their position in the standings will be determined by the result of games played by the team in the following order. Should an unbreakable tie or three-way tie exist at any step, the next tiebreaker in order shall be used.
  - i. Head-to-head wins (all teams in division must play each other for this tie breaker, otherwise skip to ii)
  - ii. Greatest goal differential in all games combined. Max. 7 goals per game.
  - iii. Fewest goals against.
  - iv. The team with the fewest penalty minutes for all games played (game misconduct =10 minutes).
  - v. Coin toss (each team represented at toss).
- d. Championship Game and 3rd Place Game
  - i. Cannot end in a tie.
  - ii. In case of a tie at the end of regulation, there will be a 1 minute rest period followed by a 5 minute “running time” “sudden death” overtime period. Teams will skate 3 players and a goalie during the overtime.

If the game is still tied after the overtime period, there will be a 1 minute rest period followed by a best of 3 shootout. Home team has the choice to shoot first or second in the shootout. If no winner has been determined after the initial 3 shooters, the shootout will become a sudden death format. Each team will have an equal number of chances, alternating shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.

**The tournament director is the final authority for all rule interpretations.**

(Revised  
10..2024)