



## Winter Classic Tournament Rules (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.*

### **Operational Rules:**

1. The Omaha Hockey Club will provide a timekeeper and scorekeeper for each game.
2. Each **team** shall be responsible to provide an **ADULT** (18+) volunteer to manage their team's penalty box during each of their team's games. This adult may be a rostered coach who is not on the bench, but may NOT coach from the penalty box.
3. Team managers must check-in one (1) hour prior to their first scheduled game and present USA Hockey credentials if requested. USA Hockey Rosters should have already been emailed to the tournament director, however if any changes have been made since that was sent please provide a hard copy at check in. If there is any question regarding the validity of any team or players' credentials, that team / player shall not participate until all issues are resolved. Please be prepared to supply roster stickers to the check-in table / Tournament Director at least one (1) hour prior to each game you play in the event Gamesheets is not working.

4. The Home team will wear light jerseys. The Away team will wear dark jerseys. Home team will be determined by the Tournament Director (or a designated representative) at the time of scheduling. Please bring both sets of jerseys to each game, in the event that last minute changes are required. If a team does not have two sets of jerseys, it is the team manager's responsibility to notify the opponent and referees of any change prior to game time.
5. The only persons allowed on the benches are eligible players in uniform and a maximum of **four (4) registered team officials**. Injured players that are on the active roster may be on the bench if they are wearing a team jersey and helmet.
6. All players must wear all required equipment as approved by USA Hockey. **All players must wear neck protection, mouth guards and secured chin straps while on ice.**
7. Teams must be prepared to start 15 minutes before each scheduled game.
8. At the beginning of each game, the coach or manager of each team shall be responsible for reviewing the score sheet to determine whether any player or team official has been suspended or disqualified from participating in any future game or games. The coach or manager of each team must also sign the score sheet on Gamesheet on the iPad to verify their roster. After the end of the game the score as verified by the referees, will be used for tournament calculations. **The Tournament Committee will not overrule any on ice decisions (playing rules). No hearings will be held for game misconduct penalties.** All findings from any match penalty will be forwarded to the team's local governing body at the conclusion of the tournament.
9. Coaches please make sure locker rooms are clean and undamaged. Your team will be charged for any clean up, damages, and/or lost keys. Locker room keys will be checked out for each game to a responsible team representative prior to each game. All keys must be returned after every game to keep lockers rooms open and available. Time allowed in locker rooms before or after a game may be adjusted by Tournament officials to keep locker room availability as needed.
10. 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. Game**

### **Rules:**

- a. Each game will consist of three (3) periods, with each period consisting of 12 minutes with a stop clock.
- b. If the goal differential is five (5) goals or greater in the third period, running time will commence, except for penalties, goals and injuries.
- c. One 60 sec timeout will be allowed per each team.
- d. Teams will be allowed a three-minute warm-up period prior to each game and 1 min break between periods.
- e. Penalties will be as follows: 1:30 minutes for a minor penalty; 5 minutes for a major penalty in all periods, including overtime; and 6 minutes for a misconduct penalty in all periods, including overtime.
- f. If a player receives four (4) penalties in one game, the player will be ejected from that game at the onset of the fourth penalty.
- g. If any team receives 12 or more penalties during one game, the head coach will not be allowed on or near the bench for the next game of that team [USA Hockey rule 401 (c)].
- h. In games versus an all-girls team, body checking is strictly prohibited. Any form of body checking against an all-girls team will result in a minor penalty.

## **2. 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. Division A highest number of points = Championship game; Division B highest number of points = 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 must play each other in division, if not skip to ii)
  - ii. Greatest goal differential in all games combined. Max. 5 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 4 minute running clock sudden death overtime period. Teams will skate four on four. 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)

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

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### **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. 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.
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.

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