



# Battle at the Border Squirt Tournament

## **Eligibility**

- Each team must provide their official USA Hockey or Hockey Canada roster through registration.
- Teams must be able to make rosters available for inspection by a tournament official if requested.
- Canadian teams may have a trainer on the bench.
- No player or coach will be considered eligible if suspended or serving a suspension from a game prior to this tournament.

## **Game Times/Rules**

- The assigned home team shall wear white/light jersey color. Visiting team will wear dark colored jerseys.
- All games will start with an ice resurfacing and then a 3-minute warm-up period.
- All games will consist of 3-12 minute stop time periods.
- There will be no overtime play in round robin games.
- If there is a greater than a 5-goal spread to start the 3<sup>rd</sup> period or at any time during the period the 3<sup>rd</sup> period, the remainder of the period will be played as running time.
- In each game, the goal differential will be a maximum of 6, regardless of a greater goal differential.
- Time outs are not allowed in any preliminary round robin games. One timeout per team will be allowed only in consolation and championship games.
- All teams MUST be prepared to begin warm-ups 15 minutes before their scheduled game times. Games will start early if possible.

## **Disputes & Protests**

- Protests of games shall not be accepted or considered for any reason.
- Decisions of on-ice officials are final.

## **Penalties**

- Each minor penalty is 1 minute; major is 3 minutes, and a misconduct is 6 minutes.
- This is a USA Hockey sanctioned tournament. All USA Hockey rules for penalties shall apply.
- Game misconducts will result in a one game suspension.
- Fighting will not be tolerated and will result in that player being suspended for the remainder of the tournament. If an on-ice official assesses a fighting penalty to any player on the score sheet it will not be disputed for any reason.
- Any Match or Gross misconduct penalty will result in expulsion for the remainder of the tournament.

## **Point System**

- All game points shall be awarded as follows:
  - 2 points for a win.
  - 1 point for a tie.
  - 0 point for a loss
- Tie breaking formula (for teams tied in points in round robin play):
  - Head-to-head result
  - Most wins
  - Highest Differential of: (Goals For) – (Goals Against)
  - Fewest goals against
  - Fewest penalty minutes
  - Coin toss (if two teams remain tied). Roll of the dice (if three or more teams remain tied).



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### **Consolation & Championship Games**

- Prior to each Consolation & Championship game, in the event a shootout is required to determine a winner after overtime, each team must submit an order list of shooters for their team. (Shootout rules below)
- One 60-second timeout per team is allowed including an additional time out during overtime.
- Any game that ends in a tie at the end of regulation play will be decided as follows:
  - Sudden death for 5 minutes (played 3 on 3 with goalies)
  - Shootout: A 3-player alternate shot shootout will apply with the higher seeded (home) team having the right to choose who shoots first. If there is no winner after the 3-player shootout, the shootout will continue in a sudden death format. Players are not allowed to repeat as shooter until all players rostered for that game have shot.