



“QUEENS & ROYALS OF THE ICE”

HOCKEY TOURNAMENT



MASSENA MINOR HOCKEY
8U, 10U, 12U, & 14U GIRLS
TOURNAMENT SANCTION #: NYT2526177
MARCH 27-29, 2026

ARENA LOCATIONS

MASSENA ARENA
180 HARTE HAVEN PLAZA
MASSENA, NY 13662
(315)769-3161

TRI-TOWN ARENA
746 STATE HIGHWAY 11C,
BRASHER FALLS, NY
(315) 389-4576

General Rules for All Levels:

- The USA Hockey ZERO TOLERANCE POLICY is in effect for all games. Players, coaches, team officials and spectators are expected to always conduct themselves in a sportsmanlike manner.
- Each team must provide their roster through registration.
- Teams must be able to make rosters available for inspection by a tournament official if requested.
- Players **cannot** play for multiple teams.
- No player or coach is eligible if suspended or serving a suspension from a game prior to this tournament.
- This is a USA Hockey sanctioned tournament. All USA Hockey rules shall apply.
- All teams must have a certified coach/manager in the locker rooms while players are in the locker room.
- Each team is expected to leave the locker rooms and facilities in the manner in which they arrived.
- Massena Minor Hockey will not be held financially responsible for any accident/injury incurred during the tournament. Associations/teams/players are responsible for carrying their own insurance.
- Each team must be ready at least 15 minutes prior to their scheduled game time. Games will start early.
- Assigned home teams shall wear white or light jersey color. Visiting teams will wear dark colored jerseys.
- Four games guaranteed
- *Coaches will select the opposing team's Player of the Game. All team coaches can discuss choices.*

Disputes & Protests:

- Protests of games shall not be accepted or considered for any reason.
- Decisions of on-ice officials are final. Decisions by the Tournament Committee related to game suspensions and tiebreakers as outlined in these tournament rules are final.

Round Robin Point System (All Divisions):

- 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).
- There will be a maximum 7 max goal spread on all games



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8U Rules:

- Two 18-minute halves, running time. 3-minute warm up; 1 minute between halves.
- 4 skaters (4v4) and a goalie.
- **Shift changes will occur at the buzzer every 2 minutes.**
- **A new face-off (arranged quickly by the referees) will occur at the start of every 2-minute shift.**
- All games will be half-ice, using blue pucks and small nets.
- There are no off-sides or icing.
- Teams will equally rotate through their rosters, allowing for equal playing time among all bench players.
- When a goal is scored or a save has been made, the puck will be placed behind the net by the referee and all players from the opposing team must leave the zone. Play will resume on the referee's whistle.
- If the puck leaves the ice surface (over the dividers or glass) there shall be a face off at center ice. If the puck leaves the ice but kept in the ice surface by the safety netting the puck shall be played live.
- There will be no overtime play in round robin games.
- Time outs are not allowed in any preliminary round robin games.
- **One 60-second** timeout per team is allowed in the Championship and Consolation games, including an additional time out during overtime.

Penalties (8U):

- If a referee calls a penalty, the player will leave the ice and go to the end of the rotation line.

Consolation & Championship Game (8U):

- Prior to each Consolation and 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.
- Any game that ends in a tie at the end of regulation play will be decided as follows:
 - Sudden death for 3 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.



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10U & 12U Rules:

- All games will start with an ice resurfacing and then a 3-minute warm-up period.
- All games will consist of 3, 13-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 3rd period or at any time during the period, the remainder of the period will be played as running time. If the differential gets back to less than a 5-goal spread, stop-time will resume.
- Timeouts are not allowed in any preliminary round robin games.
- **One 60-second** timeout per team is allowed in the Championship and Consolation games, including an additional time out during overtime.
- *All teams must assign someone to work their penalty box during games.*

Penalties (10U & 12U):

- Each minor penalty is 1.5 minutes; major is 4 minutes; and a misconduct is 8 minutes.
- 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.

Consolation & Championship Game (10U & 12U):

- Prior to each Consolation and 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.
- Any game that ends in a tie at the end of regulation play will be decided as follows:
 - Sudden death for 5 minutes (played 4 on 4 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.