

2024-25 GRAHA Tournament Rules

1. Each team must be registered with USA hockey or CAHA. Each team must provide the Tournament Committee with proof of such registration, including individual team members registered, prior to participation in the first game of the tournament. (USA APPROVED hockey rosters will be sufficient for teams within the US)
2. USA HOCKEY RULES: as modified by MAHA for the classification involved – and subject to tournament rules – will govern all players, coaches and fans.

(ALL USA HOCKEY RULES & MN HOCKEY RULES APPLY TO TOURNAMENT PLAY)

3. All games will be played at Yanmar Arena's East and West rinks. Yanmar Arena is not responsible for any accidents or injuries.
4. Only USA certified Referees will be used. Referees decisions are FINAL with no protest allowed. Penalties will be assessed for Violations. Our association is very firm on this policy. We abide by the "NO TOLERANCE" rule and any disorderly conduct will be removed from the facility.
5. MEDICAL ATTENTION: A certified EMT technician or First Responder will provide service at the arena during scheduled games.

6. TEAMS:

- Teams are limited to 20 players on the bench.
- No team or player will be allowed to participate without complete credentials. Coaches on the bench will be listed on the USA approved hockey roster or the Canadian equivalent. Please make sure the updated credentials are on the roster that will be shown.
- Bracket play, home team is top team listed in game pairings and will wear WHITE jerseys.
- Pool Play, home team is the first team listed and will wear WHITE jerseys.

7. GAMES:

- All Squirt and 10U Girls' games will consist of three (3), fifteen (15) minute stop time periods.
- All Peewee, Bantam, Jr Gold, 12U and 15U Girls games will consist of three (3), seventeen (17) minute stop time periods.
- The ice will be resurfaced every two (2) periods of play, **except for 10U and Squirt which will have no re-surfaces during games.**
- Teams shall be ready to start 30 minutes prior to scheduled start time of the game. There will be a five (5) minutes warm up and a two (2) minute rest in between periods.
- Warm up pucks will be provided.
- One (1) time out per game.
- In the event of an injury, the clock will be stopped until play can be resumed or the tournament

director will have final decision.

- If one team is ahead by six (6) or more goals in the third period, running time will be used until the margin is less than six (6) goals. This rule applies to ALL levels.
- In the event the game is running behind schedule, the decision to go to running time during the third period will be made by the tournament directors with notification to both benches prior to the start of the third period. The clock will be adjusted accordingly. The last three (3) minutes of the period will revert back to stop time. The decision to resurface the ice during the game will be made by the tournament directors.

POOLPLAY: Standings will be determined according to the following point system.

3 Points for a WIN

2 Points for an OVERTIME WIN or a SHOOT OUT WIN

1 Point for an OVERTIME LOSS or a SHOOT OUT LOSS

0 Points for a LOSS

If two (2) or more teams have equal points, their position in the standings shall be determined by:

1. Record and or head to head points earned
2. Goal differential – maximum of 6
3. Fewest goals allowed in pool play
4. Coin flip

OVERTIME for POOL PLAY: If the score is tied at the end of regulation play, there will be a two (2) minute rest followed by overtime play. The first three (3) games and Sunday's non-championship games will first have a five (5) minute, running time, three (3) player x three (3) player sudden death overtime played. If the game is tied after the five minutes of play, there will be a three (3) player shoot out. Teams will select three (3) players and alternate shooters with the visiting team shooting first. The team with the most goals wins. If the game is still tied, there will be a sudden death shoot out, with different players participating than the first three (3) and the visiting team shoots first. The first unanswered goal is the winner. Penalized players (players serving a penalty) at the end of the game just prior to the shoot-out are not eligible to participate in the shoot-out.

OVERTIME for BRACKET PLAY and SUNDAY'S CHAMPIONSHIP BRACKET PLAY: If the score is tied at the end of regulation play, there will be a two (2) minute rest followed by overtime play. First there will be a five (5) minute sudden death overtime period. If the game is still tied, there will be a five (5) minute, running time, three (3) player x three (3) player sudden death overtime played. If the game is tied after the five minute 3 x 3 play, there will be a three (3) player shoot out. Teams will select three (3) players and alternate shooters with the visiting team shooting first. The team with the most goals wins. If the game is still tied, there will be a sudden death shoot out, with different players participating than the first three (3) and the visiting team shoots first. The first unanswered goal is the winner. Penalized players at the end of the game just prior to the shoot-out are not eligible to participate in S/O.

8. PLAY OF THE GAME:

- All players must wear helmets and colored mouth guards.
- Neck protectors are required.
- All game suspensions will be reported in writing to the player's respective association for further disciplinary action.
- In Bantams and below, should a player obtain four (4) penalties during the play of a game, the player will be ejected from that game and the next game.
 - a coach will receive a game suspension when team accumulates 12 penalties during same game.
- In Jr Gold, should a player obtain three (3) penalties in one game, the player will be ejected from that game.
- Teams must be ready to start 30 minutes prior to scheduled game time or as the REFEREE calls players to center ice. If not ready, the team may be assessed a two (2) minute penalty for delay of game.
- Upon completion of the game, the winning team or home team must retire to their bench until the other team has cleared the ice.
- Each team shall be allowed four (4) coaches on the bench during game play.
- Penalties will be two (2) minute minor, five (5) minute major and ten (10) minutes for misconduct.

9. Improper behavior by anyone including the fans, players and coaches will result in removal from the arena and or the tournament. Any abusive language or conduct towards game officials by players, coaches, managers, parents or fans will result in a minor penalty against the team.

Locker room privileges may be revoked.

10. Locker Room assignments will be posted on the TVs in the lobby. Locker rooms will remain clean or

11. The Grand Rapids Amateur Hockey Association Tournament directors have final word on all disputes. The Grand Rapids Amateur Hockey Association is not responsible for any accidents or injuries.

12. All Grand Rapids hockey tournaments will follow the MAHA "no contest" rule.

Please also respect that the Tournament Directors are, in most cases, VOLUNTEER parents. The people working the clock, announcing, in the penalty box and taking care of the book are also VOLUNTEERS and should, at all times, be respected.

13. ALL OTHER USA HOCKEY RULES WILL APPLY and all Grand Rapids Hockey Tournaments will follow the MAHA "no contest" rule.

14. NOISE MAKERS

Out of respect for the players, there are NO noisemakers allowed during tournament play! Yes, this means cow bells as well.