

**Squirt**  
**TOURNAMENT RULES**

- 1.** WAHA and USA Hockey Rules will govern play.
- 2.** WAHA age verification forms (or birth certificates for non-WAHA teams) are required for each player and must match up with your official USA Hockey Roster.
- 3.** The tournament will be scored on Gamesheets. If your team is not on Gamesheets, you will need to provide a copy of your USA Hockey roster to be loaded into Gamesheets.
- 4.** Periods will be 12 minutes, stop time with a 1 minute rest between periods. The clock will go to run-time if any team gets a 6 goal lead. While run-time is in effect, the clock will be stopped when a goal is scored, when a penalty is assessed, and for injuries. The clock will then be restarted upon the ensuing face-off.
- 5.** Ice will be resurfaced at the end of every game.
- 6.** Penalties: Minor – 1:00 minute, Major – 3 minutes; Misconduct – 6 minutes
- 7.** Teams designated as HOME teams will wear white/light-colored jerseys. Teams designated as VISITING teams will wear dark jerseys.
- 8.** There will be a 3-minute warm-up time prior to the start of each game. This time will begin once resurfacing is completed, the Zamboni doors have closed, and the referees have returned to the ice. Have your team ready to take the ice when the Zamboni doors close. Warm-up times may be reduced if the tournament is running behind schedule.
- 9.** We ask that teams be at the rink at least 45 minutes prior to their scheduled game time. Teams will be expected to be ready to play early if the tournament is ahead of schedule.
- 10.** Round Robin points: For games played in Round Robin format, points will be awarded as follows:  
**Win = 3 points, Tie = 1 point, Loss = 0 points, Shut Out = 1 point.** Total points available = **4 points.**
- 11.** Tie Breakers: (1) Head-to-Head, (2) Fewest Goals Against, (3) Fewest Penalty Minutes, (4) Most Goals Scored.
- 12.** Seeded Game OT rules: (1st OT) 5 min. sudden death, (2nd OT) 5 min. sudden death 4 vs 4, (3rd OT) 5 min. Sudden death 3 vs 3, (4th OT) Shoot Out. \*\*Run time may be used depending on timing\*\*
- 13.** Teams are responsible for providing penalty box attendants.
- 14.** Teams are responsible for leaving locker rooms in a clean and orderly manner.
- 15.** The tournament coordinator will settle any disputes. The director also has the authority to switch to run time, or change ice resurfacing schedules if any tournament gets significantly behind the posted schedule.
- 16.** Teams are responsible for tracking their own shots on goal.