FOX RIVER GIRLS HOCKEY CLASSIC
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. All 10U/12U tournament games will be scored and uploaded on GameSheet.

4. Periods will be 12 minutes, run time with a 1 minute rest between periods for 8U girls. Periods will be 12 minutes, stop time with a 1 minute rest between periods for 10U girls. Periods will be 15 minutes, stop time with a 1 minute rest between periods for 12U girls. 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. 10U Penalties: Minor – 1:00 minutes; Major – 3 minutes; Misconduct – 6 minutes.
   12U Penalties: Minor – 1:30 minutes; Major – 4 minutes; Misconduct – 8 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. Max points per game = 4.

11. Tie Breakers: (1) Head-to-Head, (2) Fewest Goals Against, (3) Goal differential (max 6 goal differential per game), (4) fastest goal scored in a game, (7) coin flip.

12. Seeded Game OT rules: (1st OT) 5 min. sudden death run time, (2nd OT) 3 (different) Skaters Shoot Out, if still tied after 3 shooters, then sudden death shootout (different shooter rule continues).

13. 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.

Additional Rules of play for 8U Tournament

1. When a goal is scored, the scoring team must "tag-up" to their net before going on defense. The team which gives up the goal must take the puck out of their net and go around their own goal.

2. When the puck is covered by goalie, the shooting team must "tag-up" to center ice red line before going on defense.

3. Whistle/Horn every 1.5 min for player change. Clock will not stop while coaches open/close doors and players change. Referee will place puck in a neutral area (no stoppage, just kick the puck to around center ice)

4. No off-sides

5. No Icing

6. No penalties. Most Mites are trying hard, and if misconduct occurs, it is often unintentional due to clumsy skating or simply their level hockey knowledge. The referee will politely remind players of "no checking", "no tripping", "don't hit the goalie when he's covering the puck"....etc. if penalty behavior occurs. If repeated issues occur the referee will remove player from the ice, bringing the player to the coach so a teaching moment can occur. Severe or continued poor behavior may result in a player being removed from the tournament.