

*Welcome to the*



**10U TOURNAMENT**

**MAY 16-17, 2026**

# 10U SCHEDULE

## SATURDAY, MAY 16

TIME	HOME	AWAY
10:00 AM	BEAVER DAM HOUND DOGS	KENOSHA KOMETS
11:10 AM	EVANSTON WILDKITS	M&M THUNDER
<b>12:20 PM - SKILLS COMPETITION - \$10 PER PLAYER/GOALIE</b> FASTEST SKATER! GOALIE RACES! SHOOTOUT! SHOT BLOCKER!		
2:10 PM	EVANSTON WILDKITS	BEAVER DAM HOUND DOGS
3:20 PM	KENOSHA KOMETS	M&M THUNDER

## SUNDAY, MAY 17

TIME	HOME	AWAY
10:00 AM	M&M THUNDER	BEAVER DAM HOUND DOGS
11:20 PM	EVANSTON WILDKITS	KENOSHA KOMETS

## SUNDAY, MAY 17 - CHAMPIONSHIP GAME!

TIME	HOME	AWAY
1:00 PM	1 <sup>ST</sup> PLACE	2 <sup>ND</sup> PLACE



*Don't forget to ask us about the rink donut race this weekend!*

# KOMET'S EXCLUSIVE SKILLS CHALLENGE

SATURDAY AFTERNOON AT 12:20 PM

**SHOOTOUT!  
FASTEST SKATER!  
SHOT BLOCKER!  
GOALIE RACES!**

**\$10 PER PLAYER**



**Don't forget to ask us about the rink  
donut race this weekend!**

**The coach of the team who earns the most  
rink donut points wears the rink donut  
champion costume!**



# 10U K2 INVITATIONAL TOURNAMENT RULES

- This is a USA Hockey Sanctioned Tournament and all teams must provide an official USA Hockey Roster
- All teams are guaranteed a minimum of three games
- All Games will be scored using Game Sheet. Each team is responsible for ensuring they have their information entered correctly from the code given to the team manager/coach once the schedule has been announced.
- All final score sheets will be emailed to the team manager after the game
- The team manager or coach should check in at the front table 45 minutes prior to each game
- All teams will need to provide a volunteer to work their penalty box for the game
- All teams will be given a locker room to use for each game. It is the team's responsibility to ensure the locker room is clean and in good condition prior to leaving
- All teams must be ready fifteen minutes prior to scheduled start time for potential early start
- **All players must wear neck guards and mouth guards at all times on the ice. This will be strongly enforced by the referees.**
- The Home team will wear their light colored jersey and the Away team will wear their dark colored jersey
- All Teams will be given a three minute warm-up period, please do not go on the ice until the referees give you permission
- Each team will receive one- one minute time out to use per game
- We will follow the USA Hockey Zero Tolerance Policy. Referees will be instructed to strictly enforce zero tolerance rules. Tournament Director and the referees reserve the right to remove from the premises any players, coaches or spectators who violate USA Hockey zero tolerance policies.

## 10U PERIOD LENGTH: 12 MINUTES STOP TIMES

- All periods will be on a stop clock unless noted below
- Goal differential on the scoreboard will not show more than 6 goals at any given time
- There will be a running clock any time the goal differential is 6 or more goals beginning in the Third Period. If that differential drops below 6 the clock will stop again.



**THE K2 TOURNAMENTS ARE USA HOCKEY  
SANCTIONED**

## 10U PENALTIES

1 Minute Minor

3 Minute Major

6 Minute Misconduct



## GAME POINTS

Teams will be awarded points in round robin play according to the following:

- Two points for a WIN
- One point for a TIE
- Zero points for a loss

## STANDINGS

Tournament Standings will be compiled by the tournament director and staff and posted at the rink. Teams will be ranked by the total number of points obtained. In the event of a tie, final standings will be determined by the following criteria:

- Head-to-Head competition: With 3 or more teams tied, all teams must have played each other and there must be an obvious winner. If not we skip head-to-head and go to most wins.
- Most Wins
- Goal Differential (5 goal maximum differential for a single game) involving only the tied teams if all teams played one another
- Goal Differential (5 Goal maximum differential for a single game) in all games
- Fewest Goals against in games involving only the tied teams
- Fewest Goals against in all games
- Fewest Penalties
- Coin toss

## TIE BREAKERS

In case of a tied game, the tie breaking procedure will be that each team will receive one point for a round robin game that is tied at the end of regulation play.

## CHAMPIONSHIP GAME TIE BREAKERS

If a Championship Game ends in a tie the following tie-breaking procedure will be followed:

- 5 minute sudden death overtime period (4 on 4 plus goalies)
- Shoot out (5 players/team- each player may only shoot once)- most goals wins
- If a shootout ends in a tie, a sudden death shootout until a winner is decided (each team must continue through their roster until all players have taken a shot. If the shoot-out is not decided, players will continue to shoot in the same order as their first shots.)

Thank You

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