

## Owatonna Invitational Tournament Rules

1. Only USA Hockey Referees will be used.
2. All games played under USA Hockey rules as modified by MN Hockey Rules. Local Association rules listed below. A Tournament Director will be in attendance throughout the entire tournament. In the event of a problem or dispute, Tournament Director decisions shall be final.
3. A certified First Responder, Athletic Trainer, Emergency Medical Technician (EMT), paramedic or medical or osteopathic physician shall be in attendance at ALL GAMES.
8. Only rostered players and coaches are allowed on the bench.
9. Tie breaker rules are attached here.
10. Locker room keys are available at the check in table. **A set of personal keys will be asked for as security.** OYHA strongly urges all teams to lock their locker rooms, and not leave any valuables in them. OYHA and the Four Seasons Centre will not be accountable for lost or stolen items. All teams must follow the Locker Room Supervision policy provided by USA Hockey.
11. Mandatory Rules for Play: 2 hour rest minimum between end of one game and beginning of the next game on the same day. 10 hours rest minimum between end of one game and beginning of the next game overnight.
12. Please have your team ready at least 15 minutes prior to the game. If you play the first game of the day on Saturday or Sunday, you will be asked to go on the ice 3-5 minutes before the listed game time for warm-ups.
13. Game Times:  
3 - 12 minute stop time periods for only Girls 10U games  
3 - 15 minute stop time periods for 12U, SQ, PW, Bantam  
  
\*\* Run time will commence with an 8 goal lead in the 1st, a 7 goal lead in the 2nd , and a 6 goal lead in the 3rd, when applicable.  
  
\*\*Third period times may be adjusted per recommendations by the Tournament Directors to keep the tournament on schedule. The tournament director has the authority to commence to running time when deemed necessary to keep the tournament on schedule.
15. If a player accumulates 4 penalties in a game, that player is suspended for the remainder of that game. That player may not participate in the team's next scheduled game. Checking from behind will be considered as 2 penalties.
16. Penalties for Girls 10U games are 1:00 minutes for minor, 5 minutes for major and 10 minutes for misconduct per USA Hockey. Penalties for SQ/12U/PW games are 1:30 for minor, 5 minutes for major and 10 minutes for misconduct per USA Hockey. Penalties for Bantams are 2:00 minutes for minor, 5 minutes for major and 10 minutes for misconduct per USA Hockey.
17. Ice will be resurfaced between games. Except for Bantams - ice will be resurfaced between periods 2 & 3.
18. There will be one (1) timeout allowed per team.

## **Tied at End-of-Regulation**

### **In a round robin or pool play tournament....**

- No overtime, No shootout for pool/round robin games
- 3 points for a win; 0 points for a loss; 1 point for each team for a tie after regulation and 1 point for a shutout.
- Standings after pool play games will be calculated on the basis of the points awarded. For Pool Play this determines Sunday tournament play (Seed 1 vs. Seed 1, etc...)
- For Round Robin Play, this determines team place in the tournament.

### **If a tie exists in round robin or pool play, use the following:**

1. Winner of the head-to-head games. If still tied then...
2. Total goals allowed in pool play. If still tied then...
3. Total plus/minus in Pool Play or Round Robin (goals scored minus goals allowed - max of +5). If still tied then...
4. Fewest penalty minutes.
5. Coin Toss. Coaches will rock-paper-scissors to decide who calls the coin toss.

### **Sunday Games (for trophy games ONLY):**

- Sudden Death. A five minute running time period of 4 on 4 will be played. First to score wins.
- If the game remains tied, the game goes to a shoot-out. Coaches designate 5 players/shooters to participate. Most points after shoot-out wins.
- If the score is still tied after the 5 player shoot-out, the game goes to a sudden death shootout. Shoot out alternates one shooter at a time with no player shooting twice before all players on the team have gone.
- Penalties will be carried over into overtimes.

**Referees need to be aware of the rules.**

**Coaches on the bench need to be aware of the rules.**

**The announcer needs to announce the tie breaker points above.**