



Welcome to the Candy Cup - Hosted by The Fargo FaceOff!

Players, coaches, parents, and fans - thank you for joining us for an unforgettable weekend of hockey! The Candy Cup was built to wrap up the winter hockey season with competitive games, big-time energy, and memories that will last long after the final buzzer. Our goal is to bring families and friends together at the rink, celebrate the game we love, and close out the winter association season with one last unforgettable weekend! Let's make this a great weekend!

RULES & REGULATIONS : 8U / 10U / MITE / SQUIRTS

Operational Rules:

1. All coaches, players, parents, and fans will respect the officials, tournament staff & volunteers, other players, other coaches and other parents/fans. Failure to do so will result in an ejection from the facility and tournament at the discretion of tournament staff.
2. The tournament will be played under USA Hockey Rules unless otherwise noted
 - a. **NO CHECKING** at every level
 - b. Slapshots will be permitted at 8U, 10U, Mite, and Squirt levels (Not Termites)
 - c. Tag-up offsides will be used at all levels (Not Termites)
3. During a shorthanded situation, the shorthanded team will be allowed to ice the puck
4. Rules and game times are subject to change based on the integrity of the tournament
5. Games may start earlier than scheduled times, teams need to be dressed and ready to play!
6. The Fargo FaceOff will provide timekeepers and scorekeepers for each game
7. Mite/8U and Squirt/10U Divisions: Only certified referees will be used:
 - a. Due to a referee shortage, there may be games with only one official
 - b. All decisions made by on-ice officials are final
 - c. **ZERO TOLERANCE** for abuse of officials: This applies to players, coaches, and parents. The tournament director reserves the right to remove individuals for abuse of officials
8. The tournament will assume no liability for personal injury to participants or spectators during the event
9. **Participants understand we do not have medical staff onsite and assume this risk**
10. All teams are expected to leave their benches and locker rooms clean after use. Please respect the facilities

Coaches:

1. Anyone on the bench, besides the coaches, must wear helmets
2. At the conclusion of each game, a coach from each team must come to the Score Box to verify the information on the official score sheet and sign the score sheet. If a coach fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations
3. Teams must be ready to play 15 minutes prior to the scheduled time. Games may start earlier when time permits and when both teams, official scorers, and referees are ready

Playing Rules:

1. (3) 15-minute, stop time periods.
2. Running time ensues at a 6-goal lead (3rd period only)
3. We will show a 6 point score gap on the scoreboard - however, the GameSheet app will reflect the actual final game score
4. 3-5 minute warmup depending on available time
5. Each team will be given (1) 45 second timeout per game

6. Maximum 6 goal differential will be applied
7. The ice will be resurfaced at the end of each game

Penalty Enforcement:

1. USA Hockey Rules will be used for this tournament (unless otherwise mentioned below)
2. Minor = 2 minutes || Major = 5 minutes || Misconduct = 10 minutes (bench players do not need to serve a misconduct)
3. Ejection: Player and/or Coach is removed from the current game only (Tournament Director reserves the right to eject the individual from the entirety of the tournament)
4. Fighting: Automatic tournament disqualification
5. Checking from behind will carry a minimum 2-minute penalty plus a 10 minute misconduct
6. Boarding penalties will carry a minimum 5-minute major penalty
7. Any penalty deemed serious with an intent to injure will result in a 5-minute major and a tournament disqualification
8. A player receiving 4 penalties will be ejected from the remainder of the current game
9. Any major penalty will count as 2 penalties
10. All referee decisions are final. Protests will not be allowed.
11. **ZERO TOLERANCE for the abuse of officials**

Pool Play Overtime Rules:

- Immediate 3-minute 4v4, sudden death, OT will be played upon conclusion of a tied game
- If there is no winner at the end of OT, game ends in a tie

Championship Overtime Rules:

- Immediate 3-minute 4v4, sudden death, OT will be played upon conclusion of a tied game
- If there is no winner after conclusion of OT, we will go to a 3-man shootout

Points System:

- Regulation Win : 3 points
- OT/ShootOut Win : 2 points
- OT Loss : 1 point
- Tie : 1 point each
- Loss (In Regulation) : 0 points

Pool Play Tie Breakers:

1. Used to determine final round robin seeding:
 - Head-to-Head Points (Team with the larger points total gains the higher position)
 - Goals Against (Team with the least goals against gains the higher position)
 - Goals For (The team with the most goals scored gains higher position)
 - Goal Differential - Max. 6 (Goals Against Subtracted from Goals Scored)
 - Coin Toss