2026 Wings Showdown
TOURNAMENT RULES

1. All games will be played under USA Hockey and Minnesota Hockey rules unless otherwise specified. All officials will be USA Hockey or MSHSL registered.
2. EMT's will be present at each arena complex.
3. Roster:
    a. A team may roster and dress up to 20 players
    b. A team's final roster is the roster submitted prior to the tournament – email instructions will be provided to coaches and/or managers.
    c. Waiver forms must be completed online prior to teams first game and copies of birth certificates available immediately on request.
    d. No player may play on more than one team.
4. Liability: No player will be allowed to participate without first providing a signed waiver form. Liability waivers will be provided to teams via email.
5. Game Play:
    a. All games are three 15-minute stop time periods.
    b. In all games, running time occurs ANYTIME a team is ahead by 6 goals or more. Stop time resumes if the lead falls below 6 goals.
    c. One minute timeout per team per game.
    d. Ice Resurfacing: No resurface at any level.
6. Overtime:
    a. Utilized only during Semifinal, 3rd Place and Championship games. All other games can end in a tie.
    b. One minute rest period; teams do not change ends. No ice resurfacing.
    c. Five minute running time with 4 on 4 plus goalie in a sudden death format.
    d. 3-Player shootout if tied in OT. If still tied after shootout, sudden death 1-Player shootout until winner. Players may only shoot 1 time.
    e. Unexpired penalties carry over to the overtime.
    f. Team plays 3 on 4 if short a player until the next whistle after the penalty expires.
7. Penalties:
    a. Minor = 2 minutes; Major = 5 minutes
    b. Misconduct = 10 minutes
    c. Fighting = automatic game misconduct. Player is out for balance of that game the subsequent game.
    d. A player receiving 4 penalties in one game will be removed for the remainder of that game. Any major penalty or minor + misconduct counts as two penalties.
    e. Checking from Behind will result in an automatic 5-minute Major. An additional 10-minute of Game Misconduct is at the discretion of the referee. This situation counts as 3 penalties toward a game DQ.

    f. Upon completion of the game, the referee will decided if further actions is required for any Match Penalty of Game Misconduct.
    g. All referee decisions are final. Protests will not be allowed.
8. Checking:
    a. All levels there is no checking.
9. Slap Shots: are allowed at all levels
10. All games will be “tag up” off-sides, and “Icing” is allowed when shorthanded.
11. Home Teams will wear Dark Jerseys. Visitors will wear Lights. Competing coaches are encouraged to communicate prior to all games to ensure jerseys are of contrasting color.
12. Tournament Director/Committee reserves the right to modify playoff format at the conclusion of pool play if deemed necessary.

Point System

Preliminary Round: the following point system will be used to seed teams into the find round or semifinal games.

1. Point System for round robin games
    a. 2 points for a win
    b. 1 point for a tie
    c. 0 points for a loss
2. The Tie-breaker for teams with the same point totals will be made in the following order:
    a. Head to Head
    b. Goal Differential (Maximum 6 goals in any one game)
    c. Fewest Goals Allowed
    d. Fewest Penalty Minutes
    e. Coin Toss