2026 REBEL CLASSIC

TOURNAMENT RULES

GAME PLAY

- The first-listed team on the official tournament schedule is the away team. The second-listed team is the home team and will wear white jerseys. These designations govern all tournament games regardless of any contrary convention contained in USA Hockey, Minnesota Hockey, District 10, or other tournament guidelines.
- Teams must be prepared to start a game up to fifteen (15) minutes early when requested by Tournament Officials.
- All games will consist of three (3) fifteen-minute stop-time periods unless the goal differential rule is in effect.
- Each team is permitted one timeout per game.

Goal Differential Rule

- Running time will be used whenever a five-goal differential exists during the third period.
- During running time, the clock will stop when a penalty is reported to the minor officials for entry of the penalty time. Running time will resume at the drop of the puck.
- If an injury occurs during running time, the clock will stop only at the discretion of the referee.
- Stop-time play will resume if the goal differential is reduced to three (3) goals.

PENALTIES

- Minor penalty: 2:00 minutes.
- Major penalty: 5:00 minutes.
- Misconduct penalty: 10:00 minutes.
- Fighting will result in an automatic game misconduct, ejection from the game, suspension for the remainder of the tournament, and any additional discipline required by USA Hockey, Minnesota Hockey, or Tournament Officials.
- As a tournament-specific rule, each individual penalty recorded on the official scoresheet shall count as one penalty toward the three-penalty limit, regardless of the amount of penalty time assessed. A player receiving three penalties during a game shall be ejected from that game. For example, a minor penalty and a misconduct penalty assessed on the same stoppage (commonly referred to as a "2 and 10") shall count as two penalties toward the three-penalty limit. The player will be escorted from the ice, and the team will place another player in the penalty box to serve any applicable penalty time. A player ejected under the three-penalty rule may resume play in subsequent games unless otherwise suspended under applicable USA Hockey or Minnesota Hockey rules.

OVERTIME FORMAT - CHAMPIONSHIP AND PLACEMENT GAMES ONLY

- There will be a two-minute rest period following regulation.
- Overtime will consist of a five-minute, 4-on-4 overtime period.
- Any penalty that has not expired at the conclusion of regulation will carry over into overtime and be served under normal USA Hockey rules.
- If the score remains tied after overtime, there will be a three-player shootout. The away team will shoot first.
- If the score remains tied after the three-player shootout, the shootout will continue on a one-on-one, sudden-death basis. Each team must receive an equal number of attempts before a winner is declared.
- During the sudden-death portion of the shootout, no skater may participate in a second shootout attempt until all eligible rostered skaters, excluding goaltenders, have participated.
- After all eligible rostered skaters have participated, the shooting order may repeat as necessary until a winner is determined.

POOL PLAY RULES

- Two points will be awarded for a win.
- There will be no overtime during pool play.
- If a pool-play game is tied at the end of the third period, each team will be awarded one point.

Pool Play Seeding Tiebreakers

If two or more teams finish pool play with the same number of points, the following tiebreakers will be applied in order:

1. Head-to-head results among tied teams, as determined by winning percentage in games played exclusively among the tied teams.
2. Fewest goals allowed.
3. Most goals scored.
4. Fewest penalty minutes.
5. Coin flip conducted by the Tournament Director.

PLAYER SAFETY AND EQUIPMENT

- Neck laceration protection is required for all players as mandated by USA Hockey and Minnesota Hockey.
- All players and goaltenders must wear properly approved equipment in accordance with applicable USA Hockey and Minnesota Hockey rules.

CONCUSSION AND INJURY PROTOCOL

- Any player exhibiting signs, symptoms, or behaviors consistent with a concussion will be removed from play immediately.
- A player removed from play due to a suspected concussion may not return to tournament participation until cleared in accordance with Minnesota Hockey requirements and applicable law.
- Tournament Officials may adjust game lengths, modify schedules, or delay start times in the event of a significant injury, emergency, facility issue, or other extraordinary circumstance.

BENCH PERSONNEL

- Only coaches listed on the official USA Hockey roster and properly certified under USA Hockey and Minnesota Hockey requirements are permitted on the team bench during tournament games.
- A maximum of four (4) coaches is permitted on the bench at any time.

PLAYER ELIGIBILITY PROTESTS

- Eligibility protests should be submitted to the Tournament Director before the start of the game whenever possible.
- The Tournament Committee will review the matter and issue a final ruling.
- The Tournament Committee reserves the right to review eligibility matters discovered after a game has begun or concluded when necessary to protect tournament integrity.

TOURNAMENT AUTHORITY

- All decisions made by the referees regarding matters within their authority are final.
- All decisions made by the Tournament Committee regarding tournament administration, eligibility, standings, advancement, scheduling, and interpretation of these rules are final.
- The Tournament Committee reserves the right to resolve disputes and make rulings on matters not specifically addressed in these rules.
- Tournament Officials may suspend, terminate, shorten, delay, reschedule, or otherwise modify any game due to safety concerns, facility emergencies, severe misconduct, weather conditions, scheduling disruptions, or other extraordinary circumstances.
- If a game is terminated and cannot be completed, the Tournament Committee will determine the official result and any effect on standings or advancement. The Tournament Committee's determination will be final.

TEAM CHECK-IN AND ROSTERS

- Teams must complete tournament check-in no later than thirty (30) minutes before their first scheduled game.
- Teams must be prepared to present the following upon request:

1. USA Hockey team registration documentation.
2. An official USA Hockey or Minnesota Hockey roster bearing all required approvals.
3. Any required player waiver, age-classification, or eligibility approval documentation.
4. Medical consent-to-treat forms.
5. Any additional credentials or documentation required by the tournament, USA Hockey, Minnesota Hockey, or District 10.

- Properly certified rosters must be submitted at check-in.
- Once approved by Tournament Officials, the roster is final. The Tournament Director may approve a change solely to correct a documented clerical or administrative error, provided the correction does not add an otherwise ineligible player or provide a competitive advantage.

TOURNAMENT LIABILITY DISCLAIMER

- Participation in the Rebel Classic Tournament is voluntary.
- The tournament, Tournament Officials, host association, arena facilities, volunteers, and affiliated personnel shall not be liable for injuries, losses, damages, or expenses arising from participation in or attendance at the tournament, except as otherwise required by applicable law.
- Participation in the tournament constitutes acknowledgment and acceptance of the risks inherent in the sport of ice hockey and related tournament activities.

GOVERNING RULES

All games will be played according to current USA Hockey rules as modified by Minnesota Hockey, except where expressly modified by these Tournament Rules. In the event of a conflict, the more restrictive rule shall apply unless prohibited by USA Hockey or Minnesota Hockey.