Ranger Classic Tournament rules and guidelines
Pool to bracket play

Referees
● USA Hockey registered referees will be used.

Medical Personnel
● A Certified Athletic Trainer, Emergency Medical Technician (EMT), paramedic or medical or osteopathic physician shall be in attendance at all games. This group shall include a licensed health care professional (such as a Registered Nurse) or other person who has successfully completed and maintained certification for programs conducted by the Red Cross of the American Heart Association for all of the following:

USA Hockey / Minnesota Hockey Rules
● All games will be played according to the USA Hockey rules as modified by MN Hockey for all the classifications involved and the exceptions as listed in the Appendix.

Equipment
● Canadian teams must wear protective equipment as designated by CAHA.

Release of Liability
● The tournament, its officials, arena facilities, and all personnel connected with the tournament shall not be held liable or responsible for any injuries, losses, or damages that may be suffered by a player, coach, manager, or spectators during the tournament. Participation in the tournament will constitute acceptance of these terms.

Injuries
● If an EMT is required to go on the ice to attend an injury, the clock will be stopped. In the event of an extended injury, tournament officials reserve the right to shorten the following periods to a minimum 10 minutes. Overtime, if necessary, will be played normally. Subsequent game starting times are subject to delay due to extended injuries.

Game Rules

Time Outs
● There will be 1 - one-minute time out allowed for each team per game.

Penalties
● Penalties will be assessed according to the USA Hockey rule book.

Early Termination of Games
● The tournament officials reserve the right to terminate any game at any time after consulting with the referees if playing conditions are considered unsafe, if one team has dropped to less than 4 players, or if the allotted time for the event has expired per the rules. A verbal warning will be given to both benches
before a game is terminated. In the event a game is terminated, the winner will be determined by:
○ If one team complies with the warning and the other does not, the team complying will be declared the winner.

○ If neither team complies with the warning, the score will determine the winner. If the score is tied (will be a tie in pool play), a coin flip will determine the winner. The home team will call the coin toss.

Excessive Lead Rule

● A six (6) goal lead any time during the third period will result in running time.
● The clock will be stopped if the referee enters the scorekeeper's circle and starts on the drop of the puck in the case of an injury or penalty.

ALL DECISIONS MADE BY THE REFEREES AND TOURNAMENT OFFICIALS ARE FINAL.

Roster, Coach and Player Rules

Check In

● Team check in shall occur at least 30 minutes before their first game.
● All teams will present their USA Hockey Official Player Roster at Check In with game sheets.
● Game Sheets will be used.
● All team information required by Minnesota Hockey registration will be reviewed when the team is registered in the tournament. This team and player information must be in possession of the team during the entire tournament, in case of a challenge.

Personnel

● Only certified coaches (that are listed on the official roster) are allowed on the bench.
● The Head Coach for each team will sign the official Game Sheets before the start of the game.
● Eighteen players may be rostered and suited up per team, for each game. Not more than 4 coaches will be allowed in the player’s box at any time. All players on the bench, including players not dressed to play in the game, must wear a helmet, facemask, and team apparel.

Home/Away & Colors

● The first team listed (or top team on bracket) is the home team.
● The HOME team will wear white/light colored jerseys.

Ranger Classic Squirts

● A 5-minute warm up will precede each game, starting when the officials step on the ice.
● 3 –12.01 minute periods
○ Minor penalty will be 1.5 minutes
● One timeout per team allowed per game
● Teams must be ready to start a game ten (10) minutes early.
● Pool Play games will not have overtime and end in a tie.
● Sunday games will not have overtime (and end in a tie) except for:
○ Semi Finals, 3rd place, and Championship games: These games will do 5-minute sudden victory overtime followed by a 3-player shootout followed by a 1 player sudden victory shootout if needed.

Ranger Classic Peewees:

● A 5-minute warm up will precede each game, starting when the official’s step on the ice.

● 3 periods will be 12.01 minute periods with running time in the third period if there is a 6 point lead.
○ Minor Penalty will be 1.5 minutes
● Resurface after each game
● One timeout per team allowed per game
● Teams must be ready to start a game ten (10) minutes early.
● Pool Play games will not have overtime and end in a tie.
● Semi Final and Final games are played as:
5-minute sudden victory overtime followed by a 3-player shootout followed
by a 1 player sudden victory shootout if needed.

Game Tie Breakers:

Pool Play Tie Breakers - If two or more teams have an equal number of points (2-win, 1-tie, 0-loss), their position in the standings shall be determined by the following order:

1. Head-to-Head
2. Goal Differential in all games played.
   Note: In a given game the goal differential will be a maximum of six (6) regardless of a greater goal differential (i.e. 15-2 would be counted as 8-2)
3. The team with the most shutouts.
4. Fewest penalty minutes in all games played.
5. A coin toss by the tournament director (with 2 witnesses) shall determine the winner.