



RIVER LAKES STARS TOURNAMENT RULES

Tournament Rules

SECTION 1

General Information

- All games will be played under USA Hockey rules as modified by MN Hockey rules as modified by District 5 rules.
- All referees will be registered with USA Hockey.
- Scheduling of referees will be done in accordance to MN HOCKEY District 5 requirements
- Medical attendants will be provided for each game.
- All participating players must wear USA HOCKEY approved gear, including, neck guards, HECC approved helmets with ear protection with facemasks & mouth guards. Canadian teams must wear protective equipment as designated by CAHA.
- Rosters will be checked against your official USA HOCKEY ROSTER. Twenty dressed players will be allowed on the bench for games.
- Only 4 approved coaches, listed on the official USA HOCKEY ROSTER will be allowed on the bench for games.
- The ice will be resurfaced every 2 periods for Bantam/15U games. Unless we are behind schedule. PeeWee/12U, Squirt/10U will resurface after every game.
- There will be a least 2 hours between scheduled team play on the same day, and at least 10 hours between games played on consecutive days.
- Each team must provide their own insurance. The River Lakes Youth Hockey Association or personnel connected with the tournament shall not be liable for any injuries sustained during the tournament.

SECTION 2

Game Format

- Warm-Up
 - 5 minute warm-up prior to the start of the game
- Stop Time
 - 15 minute stop time per period for PeeWee/12U/Bantams/15U
 - 12 minute stop time per period for Squirt/10U
- Running Time
 - A goal differential of 6 or more in the 3rd period will generate a running clock. If the differential becomes 5, stop time will resume.
- Penalties
 - Minor Penalties:
 - 1:00 minute for Squirt/10U
 - 1:30 minutes for PeeWee/12U
 - 2:00 minutes for Bantam/15U
 - Major 5:00 minutes- all major penalties include a game misconduct penalty - **Once a player has 2 game misconduct penalties they will be ejected from the rest of tournament.**
 - Misconduct 10:00 minutes - **Once a player has 2 Misconducts they will be ejected from rest of tournament.**
 - Fighting: 5:00 minute major and **tournament ejection**
- Should a player obtain a total of 4 penalties during the play of any game, the player will be ejected from that game and the team's next game.
- All decisions of the referee are final. NO PROTESTS ARE ALLOWED.
- Any player or coach who has a game misconduct penalty is out of that game and the next game and cannot be on the players bench. Any player involved in fighting is out of the tournament.
- Teams have one 60 second time-out per game.

SECTION 3

Tiebreakers

- **Bracket Play** - There will be no ties in bracket play.
 - If the game is tied after regular play, teams will use a **shoot-out procedure**
 - A coin toss will determine which team will take the first shot.
 - The coach of each team will submit (3 players and their order) to the officials and scorekeeper.
 - All players are eligible for the shootout unless they are currently serving a penalty, misconduct, or match penalty. Those players are ineligible for the duration of the shootout.
 - If after all 3 players from both teams have completed this procedure, and it is still tied, the shoot-out will go to a sudden victory format.
 - Each team will have an equal number of chances, alternating shooters. Coaches will give the next name/number to the officials and scorekeeper.
 - Players will not be reused until all the players from the shortest rostered team have been used.
- **Pool Play / Round Robin** - Games can end in a tie. The method for determining the final standings will be as follows:
 - **Two (2) points for a win.**
 - **One (1) point for a tie.**
 - **Half (1/2) point for a shut-out.**
 - **Zero (0) points for a loss.**
 - If there are two or more teams tied at the end of pool play, the method for determining the places are:
 - Head-to-Head game results between tied teams (two-team tie-breaker only)
 - Total goal differential - max of 5 per game (goals subtracted by goals against)
 - Fewest penalty minutes for all games played
 - Least goals allowed for all games played
 - Goals scored for all pool games played
 - Coin flip
- **Medal Play Tiebreakers** - Games that determine tournament placement and are tied at the end of regulation time: teams will not change sides and will continue to a 3-player shootout. See shoot-out procedure above.

SECTION 4

General Rules

- Any player involved in a fight before, during or after a game will be ejected and disqualified from the tournament.
- Any player who drops their gloves or stick during a game or otherwise engages in a fight, will be ejected.
- Abusive language or unacceptable conduct will not be tolerated from players, team officials or fans. The tournament committee will ask anyone involved in this behavior to leave the arena property immediately for the remainder of the game and/or tournament.
- A game ejection will be automatically assessed when a player receives their fourth penalty during a single game. Enforcing this penalty will be the joint responsibility of the referees, the off-ice officials, the coach and the player.

Decisions

- The tournament committee's decision will be final in any and all matters not covered in the above.