



International Falls Youth Hockey Association (IFYHA)

Tournament Rules

General:

- All games will be played according to USA Hockey Rules as modified by Minnesota Hockey.
- A Certified EMT will be present for all games and all decisions are final.
- IFYHA has zero-tolerance policy. All referee decisions are final. Any abuse (verbal or otherwise) by players, coaches, and/or spectators will be cause for removal from the remainder of the tournament.
- Twenty (20) players may be rostered and dressed by each team for each game. No more than 4 coaches with appropriate USA/ Hockey/Hockey Canada certification will be allowed in the player's box while games are in progress.
- Home Team: The top team on the pairing board will be considered the home team and will wear light colored jerseys.
- Disruptive use of noise makers such as cow bells or air horns or devices such as laser pointers are considered abusive conduct and are not allowed.
- Teams should be ready to take the ice 15 minutes prior to the scheduled start of the game.
- A 5-minute warm up will be allowed before the start of each game. IFYHA will provide warm-up pucks. No pucks will be allowed after warm-up unless a team needs to warm-up a replacement goalie after an injury to the playing goalie.
- Locker room assignments will be posted on the locker rooms. The IFYHA complies with the locker room policy put forth by USA Hockey under its Safe Sport program. There is no overnight bag storage available, and teams need to vacate locker rooms after each game to allow for the next team.
- Teams shall be ready to start 30 minutes prior to scheduled start time of the game.
- Tournament Director in charge has final authority to make any changes in format or other decisions deemed necessary.
- Ice will be resurfaced every two (2) Periods of play.

Playing Rules:

- All Games will consist of (3) ____ minute stop time periods.
 - Squirt 15 min, Peewee 17 min, Bantam 17 min
- A goal differential of 6 or more in the 3rd period will generate running time. If the differential becomes 5, stop time will resume. The clock will be stopped for an injury, penalty or if the referee enters the scorekeeper's circle. Clock will start again on the drop of the puck.
- Penalties
 - Minor – 2 minutes (Squirts 1:30)
 - Major – 5 minutes
 - Misconduct – 10 minutes
 - The penalty for fighting will be major penalty and a three-game misconduct penalty. If fighting during tournament you will be ejected from the tournament.
- Time Out
 - Each team is allowed 1- 1.30 min time out per game.
- USA Hockey Registered Officials will be used for all games. All decisions of the referees are final. **NO PROTESTS ARE ALLOWED.**
- Should any 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.
- Seeding- Highest number of points from each pool

Round Robin or Pool Play Games: (No overtime)

There is **NO OVERTIME** in round robin or pool play format. Format is based on points and ties will be allowed. Goal differential-Maximum of 6

- Pool play points are as follows
 - 2 points for a win
 - 1 point for a tie
 - 1 additional point for a shutout win (if score is 0-0, neither team will receive a shutout point)
 - 0 point for a loss

- Tie Breakers for Pool Play
 - Head-to-Head
 - In case of a 3-way tie, any team that has defeated the other 2 shall earn higher rank
 - Goal differential-maximum of 6
 - Least number of goals allowed
 - Coin toss

Tie Games: (bracketed format and non-round robin)

If a tie occurs at the end of regulation time, a two (2) minute on ice rest will be followed by a five (5) minute 3 on 3 sudden-death overtime period. If this **DOES NOT** break the tie, the teams shall use a shoot-out procedure to determine a winner. The shoot-out shall consist of three (3) players from each team. Any player with penalty time remaining at the end of overtime will not be eligible to participate in the shootout. Best out of five wins. If still tied after 3 eligible players have shot from each team, the shoot-out will go to a sudden death format, with each team selecting a different player per each 1 shot round and continuing to alternate shots until one team is declared a winner. Every player on the bench must shoot before any player can have a second turn during the shoot-out matches