



Grand Junction Hockey Club
Rules and Regulations
2nd Annual Mayhem on the Mesa
MLK Tournament
January 16th thru January 19th, 2026

1 - A check of credentials and qualifications will take place before each team competes. Required documents shall include: USAH 1-T Roster – must be submitted three weeks in advance of the tournament. Each team will need to have jersey #'s entered and goalies identified on their USAH 1-T roster.

2 - Only USA Hockey, Hockey Canada and IIHF registered teams will be allowed to enter. The Grand Junction Hockey Club follows all USA Hockey rules. Travel permits from Canadian teams will be checked a minimum of 2 weeks prior to the start of the tournament.

3 - An entry fee of \$1,700 for all 12U groups. A team will receive a refund of 80% of the fee if they must cancel out of the tournament and notify the director in writing 30 days before the tournament begins. No refunds will be given for team canceling without 30 days written notice. There is no admission fee for spectators.

4 - This will be a USA Hockey sanctioned tournament for 12u A and B levels. Divisions may include or a combination of the following: 12UA & 12UB. The tournament is open to teams properly registered with USA Hockey at the 12 and under level.

All USAH 2025-29 and CAHA rules will be used. All participants must wear approved neck guards.

5 - The USAH Sanctioned Tournament Safe Sport Program Protocol will be adhered to.

6 - All games will be officiated by USAH officials in good standing.

7 - There will be a minimum of four teams at each age division competing in a round robin format. Points will be awarded according to the following point system: 2 points for a win, 1 point for a tie, and 0 points for a loss. Each team is guaranteed 4 games.

8 - Home teams shall wear light (white) jerseys and away teams shall wear dark jerseys. The tournament director reserves the right to change color designations, if necessary. Please bring both jerseys to all games.

9 - Game Length: 12U All division (A & B) games will have 3-stop 14 minute periods as well as 3-minute warm-up. **12uA and 12uB will have minor penalties that are 1:30 minutes.**

10 - No game will be played under curfew rules - however if at any time during the third period the score differential is 5 or more, the game clock will go to running time. Stop time will only resume when the deficit is reduced to less than four goals. When in running time, a penalty will start when play resumes.

11 - Tournament officials reserve the right to end any game or move any game to running time if the officials and/or referee deem the game has become unsafe, or to recover time in the tournament schedule.

12 - No time-outs will be allowed in the round robin games. One time out per team will be allowed in the 'semifinal' and 'championship games'.

13 - A tie game after regulation play in the round robin portion of the tournament will remain a tie. Only games designated as 'semifinal' or 'championship game' will have overtime. A tie game after regulation play in the championship rounds will have a one-minute rest period followed by a 4 on 4 sudden death overtime period of five minutes. If still tied after the 4 on 4 overtime period and after a one-minute rest period:

1. In championship games: the 4 on 4 with goalies, sudden-death format will continue for an additional five minutes. The goalies must switch ends. If the game remains tied at the end of the 4 on 4 overtime, a 5-man shootout will ensue. Each team will designate 5 shooters and the teams will alternate penalty shots on the opposing goalie, home team first. Best of 5 shots wins. If the score remains tied following the first 5 shooters, each team will designate an additional shooter, different from the first 5. Each team will alternate shooters until a winner is determined (all members of each team must be used in the shootout before repeating).

14 - In the event there is a tie in game points when determining seed positions for the final round the tiebreakers will be applied as follows:

1. If two teams are tied, head-to-head results between the two teams. If still tied, or more than two teams tied:

2. Goal differential: Subtracting goals-against from goals-scored, all games considered, the team with best +/- rating being ranked highest. The maximum goal differential per game is +/- five (5) goals. For example, a team that wins a game 8-2 will only be credited with +5, even though their goal differential is +6. The losing team will be assessed a -5 for the game. Head-to-head results will not factor back in when more than two teams are tied in points. All teams will be ranked and seed based on this tiebreaker. If still tied:

3. Team allowing the fewest goals against. If still tied:

4. The team with the fewest penalty minutes. If still tied:

5. Coin toss.

15 - Teams are required to check in one hour before their first scheduled game time and all teams will be flexible and cooperative in the event that start times or rink assignments need to be changed. The first game of the day will start on schedule.

16 - Penalty Box will be covered by volunteers from participating teams. NO coaching from the penalty box. Grand Junction Hockey Club will be accepting volunteers from participating teams to run the clock and scorekeeping. A sign-up genius or spread sheet will be provided to participating teams prior to the start of the tournament. In the event that no volunteers sign up for participating teams' games, Grand Junction Hockey Club will provide volunteers for clock and scorekeeping.

17 - Games may start up to 15 minutes early if ice is available. Teams should be dressed and ready to be on the ice 15 minutes prior to the scheduled start time.

18 - Locker rooms will be assigned prior to each game. The Head coach, or one of their assistants if they are not available, is totally responsible for the locker room. This responsibility CANNOT be delegated to a parent volunteer, or any other individual that is not an assistant coach on the team. All meetings being held in a locker room between a player and a coach must be monitored by an additional adult. Teams are required to leave their locker room clean and damage free. Tournament officials will inspect for damage and cleanliness after each game. Teams will be held responsible for following the USAH locker room policy and any damage to the locker rooms will be repaired at the expense of the team/player responsible for the damage. Teams will be refused a locker room for the remainder of the tournament if there are issues. Locking the locker room during the game is the responsibility of the team. Grand Junction Hockey Club and River City Sportplex are not responsible for lost or stolen items.

19 - The tournament committee through its director will handle protests and disputes. The director reserves the right to make final decisions regarding the interpretation of the tournament rules. The director will act in the best interest of the players, coaches, and the game in general. The director's decisions are final and not subject to appeal. Issues relating to officiating are not subject to the jurisdiction of the tournament director. Coaches may make a formal written appeal regarding officiating to the tournament committee no sooner than 12 hours after the game in question has ended. At that time, a meeting of the tournament committee and the director of officiating will convene to consider the appeal. The decision of the tournament committee and the director of officiating will be final. The fee for a written appeal is \$150.00 and is payable when filing the appeal with the tournament director.

20 - Championship awards will be presented to the first-place teams of each age division at the conclusion of the championship game.

21 - Any player receiving a major penalty for fisticuffs (fighting) will receive a 1-game suspension from USA Hockey. The player must leave the ice surface and team bench area immediately. Furthermore, all teams registered under CAHA must comply with all additional suspensions. All 601 penalties will result in a 1 game mandatory suspension from USA Hockey. Any team with 12 penalties in a game will see their coach suspended from the next game per USA Hockey Rules.

22 - Any player, coach, team, team official, parent, or spectator who demonstrates rude, vulgar, damaging, or unsportsmanlike conduct during the duration of the tournament at any of the tournament venues and/or on hotel property is subject to discipline by the Grand Junction Hockey Club tournament committee. This may include removal from ice arena/hotel property, suspension from games, or expulsion from the entire tournament/hotel stay.

23 - All players are required to wear mouth guards. All players must adhere to the rule regarding the use of neck guards.

24 - Only the head coach or the team manager may express concerns to the tournament director and/or other tournament officials.

25 - No noise devices allowed. This includes, but is not limited to, bells and horns.

26 - The following rules are mandated by CAHA:

1. Any team which enters a tournament, which fails to appear on time for a scheduled game or refuses to play, shall (1) forfeit all of its tournament games, (2) shall pay for all expenses, including but not limited to referee's fees and all ice costs for each forfeited game and shall be denied entry in any tournaments for the remainder of the season, (3) denied entry in any Colorado tournaments for the remainder of the season and in the case of a CAHA team, any approved travel permits will be rescinded.

2. All teams, including but not limited to out-of-state teams, must place on file with the tournament director before the first tournament game a copy of the Team Roster Form which has been approved and signed by their USA Hockey or Hockey Canada Registrar. If any team shall fail to comply with this rule, that team shall forfeit all games until the proper signed and sealed team roster is presented to the tournament director. The team violating this rule shall remain obligated to and shall pay all financial obligations to all opponents for the forfeited game costs and the league or tournament entry fees.

27 - All teams must register in the age-appropriate level/division per the USA Hockey sanctioned levels. Any team found in violation of these rules will forfeit 100% of the tournament registration fee, no exceptions.

28 - Game data will be posted on **Gamesheets** within 24 hours of game completion.

29. – Grand Junction Hockey Club will **NOT** provide warm-up pucks for games.

Tournament Format (4 team division) Pools. Teams will be placed into a single pool. Round Robin. Teams will play each of the other teams once. After round robin play is completed, teams will be seeded based upon point standings (and tiebreakers if necessary).

1. Semi Final Games. Seed 1 will play Seed 4 and Seed 2 will play Seed 3 to determine who is in the Championship
2. Championship Game. The two winners of the Semi-Final Games will play in the Championship Game.
3. Consolation Game. The two losers of the Semi-Final Games will play in the Consolation Game.

Tournament Format (5 team division) Pools. Teams will be placed into a single pool. Round Robin. Teams will play four round robin games. After round robin play is completed, teams will be seeded based upon

point standings (and tiebreakers if necessary).

1. Championship Game. The top two seeded teams, after round robin play, will advance to the Championship game.

Tournament Format (6 team division) Pools. Six teams will be placed in a single pool. Round Robin. Team will play three other teams within the pool. After Round Robin play is completed, teams will be seeded based upon standings (and tiebreakers if necessary).

1. Championship Game. Seed 1 vs seed 2.
2. Consolation Games. The 3rd seed vs 4th seed. The 5th seed vs 6th seed.

Tournament Format (7 team division) Pools. Seven teams will be placed in a single pool. Round Robin. Teams will play four other teams within the pool. After round robin play is completed, teams will be seeded based upon point standings (and tiebreakers if necessary).

1. Championship Game. The top two seeded teams will advance to the championship game.

Tournament Format (8 team division) Pools. Eight teams will be placed in two pools, A & B. Round Robin. Teams will play three other teams within the pool. After round robin play is completed, teams will be seeded based upon point standings (and tiebreakers if necessary).

1. Championship Game. Top team from pool A vs top team from pool B.
2. Consolation Games. The 2nd seed in pool A vs 2nd second seed in pool B, 3rd seed in pool A vs 3rd seed in pool B, 4th seed in pool A vs 4th seed in pool B.

Tournament Format (10 team division) Pools. Ten teams will be placed in one pool. Teams will play three other teams within the pool. After round robin play is completed, teams will be seeded based upon point standings within pools (and tiebreakers if necessary).

1. Consolation Games. The 3rd seed vs 4th seed, 5th seed vs 6th seed, 7th seed vs 8th seed, 9th seed vs 10th seed.
2. Championship Game. Top 2 seeded teams will advance to the championship game.