

Colorado Tier 1 Showcase Rules

Dates:

- November 14-16, 2025: 13O, 14U, 15O at Big Bear Ice Arena (all AAA/Tier 1 divisions)
- November 14-16, 2025: 16U, 18U at Monument Ice Rink (all AAA/Tier 1 divisions)

Requirements:

- Approved USAH 1-T roster link must be sent at least 6 weeks in advance
- Jersey numbers and positions (at least goalies) are required to be listed on the approved UAAH 1-T roster
- Online registration and waivers completed
- Cost: \$2199 due upon registering (non-refundable)
- USAH and CAHA rules will be followed, in addition to those listed in these rules
- USAH officials will officiate all games
- Games will utilize Gamesheets (and will be posted within 24 hours of game completion)
- Host will provide clock and scorekeeper
- The USAH Sanctioned Tournament SafeSport Protocol will be adhered to

Game Format:

- 13O: 3 x 16 min periods, stop time, no Flood
- 14U, 15O, 16U, 18U: 3 x 17 min periods, stop time, Flood 1/2 way through 2nd period
- 1 time out permitted per game
- Teams provide own penalty box attendants
- Neck Guards and Mouth Guards are required
- Pucks will be provided

Forfeits/Refusal to Play:

Any Team which enters a tournament and fails to appear on time for a scheduled Game or fails to provide a valid 1-T roster to the Tournament Director prior to the first Game of the tournament will be subject to:

- 1) Forfeit all tournament Games as determined by the Tournament Director.
- 2) Pay for all expenses, including but not limited to Referee fees and ice costs for each forfeited Game.
- 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tournaments for the remainder of the season and in the case of a CAHA team, any approved travel permits will be rescinded.

Pregame:

- Pre-game warm-ups will be three (3) minutes.
- All Showcase Games end in a winner
- Each team should be ready to play 15 minutes PRIOR to their scheduled start times if games are running ahead of schedule.
- If a team is not ready at the start of warm ups they will forfeit their privileges to warm up.
- If a team isn't ready for the start of the game, that team will be assessed a bench minor penalty.

Penalties:

- 2 minutes for minor penalties; 5 minutes for major penalties
- All eligible players must be entered on the game's score sheet prior to the commencement of the game (maximum 20 players including 2 goaltenders for 13O and 14U, and maximum 22 players including 2 goaltenders for 15O, 16U, and 18U).
- Should an "act of god" happen (power failure, major injury, etc.), a delay of more than 45 minutes of the game will be complete and the score remains as is no matter how long the game was running at the time of the "act of god".

Game Structure:

- Each team is permitted one timeout per game.
- There will be NO RUN TIME for Showcase Games. All games will be played in full.

Game Procedure:

- Coaching staff get dressing room keys depending on the schedule at the Office.
- Each coach must confirm the roster at the check-in table prior to the first game and notify staff or scorekeepers of any changes to the roster.
- Make sure to have the correct color of the game jerseys.
 - Home - Dark Colored Jerseys
 - Away - Light Colored Jerseys
- Make sure the dressing room is clean before you leave.

Discipline:

- Coach should control his/her players at all times.
- There will be no discussion on coaches' ejections from games.
- Any player who fights during a showcase game will be suspended for the remainder of the showcase.
- Any player who receives a Major Match penalty will be automatically suspended for the remainder of the showcase.
- Any player who receives an Abuse of Officials penalty will be automatically suspended for the remainder of the showcase.
- Players who physically attack the referee will be automatically suspended for the remainder of the showcase.
- Any player leaving the bench to engage in a fight on the ice is automatically disqualified from the showcase as per the discretion of the Showcase Director.
- No parents should be in the players area or bench, unless it is a medical emergency and help is needed.
- Coach will be suspended for 1 game minimum for not controlling his players, which left the bench.

Tie Breakers

The tied teams will go through each tie breaker until ONE team is determined the winner.

Overtime:

- 5 minutes stop time
- 3 v 3, goalies switch ends at the beginning of OT

Shootout Procedure:

- The home team shall have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with three (3) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- Players of both teams will take the shots alternately until a decisive goal is scored. Remaining shots will not be taken.
- If the score is still tied after the shootout, a sudden-death shootout will be played.

Sudden-Death Shootout

- The sudden-death shootout will be conducted as follows:
- A sudden-death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will shoot in the same order during the sudden-death shootout as they did in the previous round shootout.
- Teams will select their shooters to participate in any order in the sudden-death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden-death shootout.
- Players in a sudden-death shootout shall not be allowed to take another shot until two different individual teammates have completed their attempts.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the sudden-death shootout.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the sudden-death shootout procedure(s) and must remain in the penalty box.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

Medical procedure:

In case of injury, the affected team has the right to request an ambulance, if needed and if confirmed by the medical personnel at the arena. Please be aware, at the rink is only FIRST AID assistance, any special treatment is going to be provided in the hospitals or by staff from Ambulance.

Please read carefully

Respect the referees at all times, should you have a situation you would like to discuss concerning a particular individual please bring the situation to our attention. We have advised our refereeing staff to treat coaches with respect and they will expect the same in return. They will not exercise any patience when being sworn, screamed or gestured at. Showcase staff reserves itself the final word on the interpretation of the rules given the situation and context.