
2025–2026 CAHA State Recreational Tournament (SRT) Rules

Divisions

Youth

- 10U AA, 10U A, 10U B
- 12U AA, 12U A, 12U B
- 14U A, 14U B

Girls

- Girls 10U
- Girls 12U
- Girls 15U

GameSheets & iPad Access

- GameSheets iPad Sign-In Code: **ipad-state-co**
- iPads, game pucks, and tournament binders will be provided at each rink.

Day-Of Contacts

Tournament Directors

Youth Divisions

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Girls Divisions
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Governing Rules

All games in the State Recreational Tournament (SRT) shall be played in accordance with USA Hockey Playing Rules, as amended by CAHA, except as modified herein.
All games will be officiated by USA Hockey officials in good standing.

Game Format

Warm-Up

- Three (3) minute warm-up for all divisions (10U–15U)
- Teams must supply their own warm-up pucks

Clock

- Stop-time periods
- Running clock will be used in the third (3rd) period only when there is a four (4) goal or greater differential, for both pool play and elimination games

Jerseys

- Home Team: Light
- Visiting Team: Dark

Timeouts

- One (1) timeout per team per game (pool play and elimination)
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Period Lengths & Penalties

10U (AA, Girls, A, B)

- Three (3) × 12:01 minute stop-time periods
- Minor penalties: 1:30
- Major penalties: 5:00
- Misconduct: 10:00

12U (AA, Girls, A, B)

- Three (3) × 14:00 minute stop-time periods
- Minor penalties: 1:30
- Major penalties: 5:00
- Misconduct: 10:00

14U (A, B) and 15U (Girls)

- Three (3) × 14:00 minute stop-time periods
 - Minor penalties: 2:00
 - Major penalties: 5:00
 - Misconduct: 10:00
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Game Start & Ice Access

- The scheduled game time is when both teams are expected to take the ice
 - Warm-up begins at the scheduled time or when ice becomes available, whichever is later
 - Games may begin up to ten (10) minutes early at rink discretion to maintain tournament flow
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Tournament Format (All Divisions – Minimum Three Games Guaranteed)

Pool Play

- Each division consists of six (6) teams
- Each team will play two (2) pool play games
- Pool assignments will be determined by CAHA

Championship Bracket

Following pool play, teams will advance to a six (6) team single-elimination Championship Bracket, guaranteeing all teams a minimum of three (3) games.

Bracket Structure

- Teams are seeded one (1) through six (6) based on overall pool play standings
- Seeds one (1) and two (2) receive byes to the semifinals

Play-In Round

- Seed three (3) vs seed six (6)
- Seed four (4) vs seed five (5)

Semifinals

- Seed one (1) vs winner of four (4) vs five (5)
- Seed two (2) vs winner of three (3) vs six (6)

Championship Game

- Winners of the semifinals

Total Games per Division

- Pool play: six (6) games
- Championship bracket: five (5) games

Total: eleven (11) games

Pool Play Game Results

- There will be no overtime or shootouts during pool play (round-robin) games
- Pool play games tied at the end of regulation will be recorded as a tie

Pool Play Point System

- Win: 2 points
 - Tie: 1 point
 - Loss: 0 points
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Standings & Seeding Tiebreakers (Pool Play)

Following completion of pool play, teams will be ranked one (1) through six (6) based on pool play results. This overall ranking will be used to determine seeding for the Championship Bracket.

Ties in pool play standings will be broken using the following criteria, applied in order:

1. Points
2. Wins
3. Head-to-head (applies only when exactly two (2) teams are tied)
4. Goal differential (subject to goal cap below)
5. Goals against
6. Penalty minutes
7. Coin toss conducted by the Tournament Director

Goal Cap for Tiebreakers

- For goal differential a maximum of five (5) goals per team per game will be counted
- Goals scored beyond five (5) in a game will not be included in tiebreaker calculations

Note: When three (3) or more teams are tied, the head-to-head tiebreaker is skipped and the process resumes with goals against.

Overtime Rules (Championship Bracket Only)

- Overtime will be played only during Championship Bracket (elimination) games
- Any elimination game tied at the end of regulation will proceed as follows:
 - Three(3) rest period
 - Five (5) minute 3-on-3 sudden-death overtime
 - If still tied:
 - Three-player shootout
 - Home team decides who shoots first
 - Any shooter may repeat after the initial three
 - Players serving penalties at the conclusion of overtime are not eligible to shoot

Bracket Selection

Tournament seeding and bracket structure will be determined by CAHA with assistance from MyHockeyRankings (MHR). CAHA reserves the right to make adjustments as necessary. Any changes will be communicated to affected teams.

Game Operations

- Home team operates the game clock and scoring
 - Music:
 - Home team has first right
 - Visiting team may play if home team declines
 - Music permitted only during warm-ups and stoppages
 - No profanity or vulgar language
 - Each team must staff the penalty box with age appropriate individual
 - Only rostered players and coaches are permitted on team benches
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Required Equipment

All players must wear USA Hockey–approved protective equipment at all times, including helmet with full face mask, gloves, shoulder pads, elbow pads, shin guards, hockey pants, athletic cup, and a colored mouthguard worn correctly.

A neck guard is required for all players.

Game Misconducts & Suspensions

- Any game misconduct or match penalty results in automatic suspension for at least the team's next USA Hockey-sanctioned game
- All game misconducts must be reported to the Tournament Director within twenty-four (24) hours
- Three (3) game misconducts in the tournament will result in review by a Special Committee
- Gross misconducts and match penalties are subject to CAHA review
- Any player receiving a 5-minute major penalty for fighting will be suspended for the remainder of the tournament.
- Any player, coach, manager, or parent ejected from a game due to abuse towards officials or tournament personnel, will be suspended from the tournament, as well as prohibited from entering any of the rink venues for the remainder of the tournament.

- Any player or coach who receives 2 major penalties during the tournament will be suspended for the remainder of the tournament.
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Refusal to Compete / Failure to Appear

- Refusal to compete without approval may result in immediate forfeiture and removal from the tournament
 - Failure to appear as scheduled will result in automatic forfeiture and a \$500 fine payable to the tournament
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Canceled or Rescheduled Games

- Must be approved by the Tournament Director unless due to weather or acts of God
 - Rescheduled games will be played at the nearest available venue when possible
 - If rescheduling is not possible, the game will be recorded as a 1–1 tie
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Protests

- Must be declared at the next stoppage of play and noted on the scoresheet
 - Formal protest must be filed within four (4) hours
 - A \$100 protest fee is required and refunded if upheld
 - No appeals permitted
 - Judgment calls by officials are not protestable
 - Protests must be submitted by an association director, not a coach
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Curfew Rule

- Any curfew must be announced and recorded prior to game start
 - If curfew may affect completion, the third period will be played under run time to finish within the curfew window
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Player Eligibility

- Players must be listed on an approved USA Hockey 1-T roster
 - Players must have participated in at least ten (10) of the required fourteen (14+) games
 - Tier I players may participate only with Tournament Committee approval
 - Players may roster on only one (1) SRT team
 - Girls may double-roster on one girls' team and one youth team
 - Mountain Select AA players may play at A or B with their home association
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Reporting Times & Locker Rooms

- Teams must arrive at least forty-five (45) minutes prior to scheduled game time
 - Locker room monitors are required at all times
 - Only rostered personnel are permitted in locker room areas
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Scoresheets & Administration

Home team manager is responsible for ensuring final submission of GameSheets scoresheets.

General Information

- Spectator admission is free
 - Teams must supply their own water bottles and warm-up pucks
 - Noise makers of any kind are prohibited
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