

Fearless 6: Spring Showdown Tournament Rules
April 10-12, 2026
Highlands Ranch, Colorado
South Suburban Sports Complex

fearless6hockey.com



This is a USA Hockey sanctioned Tournament, using USA Hockey rules. All teams must be registered with USA Hockey or an equivalent country Association. All teams must provide a copy of their certified roster at least two(2) weeks prior to the tournament start date. Only players who appear on the team's certified roster may participate in any game during the tournament with no exceptions. Using a non-rostered player in any game will forfeit all preliminary round games and result in ineligibility to advance to a semi-final or championship game. In this situation no entry fees will not be refunded.

The divisions for the tournament include:
Co-ed: 12UB, 12UA, 14UB, 14UA, 14UAA, 16UA
Girls: 12U Girls, 14U Girls

Be respectful of other spectators and people in the arena in regards to noise. Please refrain from use of all noise makers.

USAH officials will officiate all USA Hockey Sanctioned games.

Players are required to wear full equipment, including neck guards.

A team representative or coach must confirm his/her team's game roster and the head coach must sign the scoresheet prior to each game.

All players must wear numbered uniforms in the proper team colors. The home team will wear a dark colored jersey and the visiting team shall wear a light colored jersey. Should a team not have the appropriate color jerseys, they must coordinate with their opponents prior to taking the ice.

Teams will need to provide a penalty box attendant.

Teams shall shake hands at Center Ice after completion of the game and will maintain a professional and courteous attitude. Referees do reserve the right to skip the hand shake line under extreme circumstances.

Playing Time/Penalty Minutes

Playing time for all games above 10U will be stop time periods as follows: * 10U, 12U, 14U - 13 minutes stop time

16U, 18U - 14 minutes stop time

Run clock rules will be used in the third period when one team is ahead by 5 or more goals.

Penalty times for 12U and under are as follows:

- Minor 1:30 minutes
- Major 5 minutes
- Misconduct 10 minutes

Penalty times for teams/divisions older than 12U

- Minor 2 minutes
- Major 5 minutes
- Misconduct 10 minutes

Each team is permitted one 60 second time-out per game.

Starting Time/Warm Up Period:

Teams should be ready ten minutes prior to the scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play.

Warm-up time shall be three minutes.

Zero Tolerance: Referees will be instructed to strictly enforce zero tolerance rules. Fearless 6 Hockey and the host arenas reserve the right to remove players, coaches and spectators from the arena if there is violation of USA Hockey's zero tolerance policies.

Game Misconduct Penalty: Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game. There are no exceptions to this rule.

Match Penalty: Any player, coach or manager who receives a match penalty will be suspended immediately for the balance of the tournament. There are no exceptions to this rule.

Game Suspensions: Suspensions resulting from game misconducts, match penalties, or any other circumstances will not be overturned by the Tournament Director or Fearless 6 Hockey under any circumstances. Players, coaches and parents should be fully aware of the potential consequences of their actions at all times.

Protests: Protests of games shall not be accepted or considered for any reasons. Decisions of on-ice officials are final. Decisions by Fearless 6 Hockey related to game suspensions and tie-breakers are final. Games may be stopped and ended if, in the judgement of tournament officials, continuing play is deemed to be not in the best interest of the tournament, participants, spectators, officials, and so on. The final score and outcome of the game will be decided solely by Fearless 6 Hockey based on the current score, time remaining and situation which lead to suspension of the game.

Game Points: Teams will be awarded points in round-robin play according to the following:

Two points for a win

One point for a tie

Zero points for a loss

Forfeits: When a team forfeits a game for any reason, all games in the preliminary round for that team, played or not, will be officially recorded as a 3-0 loss for the purposes of determining tournament standings. A team forfeiting a game is not eligible to play any semi-final or championship games. While this may feel harsh, we aim to discourage forfeits for any reason, as this causes another team to miss a tournament game. Entry fees will not be refunded to teams forfeiting any games.

Tournament Standings: Standings will be compiled by the tournament director and staff and posted at the rinks. Teams will be ranked within their tournament division by the total number of points obtained.

In the event of a tie, final standings will be determined by the following criteria:

- a) Head to head competition
- b) Most wins
- c) Goal differential involving only the tied teams, if all tied teams have played one another
- d) Goal differential in all games.
- e) Fewest goals against in games involving only the tied teams
- f) Fewest goals against in all games
- g) Fewest Penalty Minutes
- h) Coin Toss

-Tie Games/Tie Breaking Procedures: Each team will receive one point for a round-robin game that is tied at the end of regulation play. If a semi-final or championship game ends in a tie the following tie-breaking procedure will be followed:

- a) 5 minute sudden death overtime period, penalties carry over to overtime, at the conclusion of regulation.
- b) Shootout (5 players/team - each player may only shoot once) - most goals wins
- c) If shootout ends in tie, sudden death shootout until winner is decided (each team must continue through their roster until all players have taken a shot. If the shoot-out is not decided, players will continue to shoot in the same order as their first shots.)