



Clash in the Rockies – Tournament Rules

This is a **USA Hockey–sanctioned tournament** and all games will follow USA Hockey rules. Only USAH certified officials will officiate games.

Team Eligibility & Rosters

- All teams must be registered with **USA Hockey** or the **Canadian Hockey Association**. •

Teams must provide a **certified 1-T roster** minimum of 2 weeks prior to the tournament start date.

- Only players listed on the certified roster may participate in the tournament. •

Use of a **non-rostered player** will result in:

- o Forfeiture of *all* preliminary round games
- o Ineligibility for semi-final or championship games
- o **No refund** of entry fees

Equipment & Uniforms

- All Players must wear all equipment required by their governing body to include: neckguards &, mouthguards.
- All players must wear numbered uniforms in proper team colors.
- **Home team** wears white or light jerseys.
Visitor team wears dark jerseys.
 Teams without proper colors must coordinate before warmups.
- **Noisemakers of any kind are not allowed** in the ice arenas.

Game Administration

- A team representative or coach must confirm the game roster and the head coach must sign the scoresheet prior to each game.

- Individual players do not sign in.
- Teams must provide their own penalty-box attendant if they want someone to open the penalty box door.

Warmup & Starting Time

- Teams must be ready to take the ice **up to 10 minutes early** if the tournament is ahead of schedule.
- Warmup time is **3 minutes**.

Playing Time

Period Lengths

- **10UU–14U**: 13-minute stop time

Running Clock Rule

- A running clock will be used in the **third period** when a team leads by **5+ goals**.

Penalty Times

- **12U & younger / Michigan & Washington divisions**

- o Minor: 1:30
- o Major: 5:00
- o Misconduct: 10:00

- **Older than 12U (except Michigan/Washington)**

- o Minor: 2:00
- o Major: 5:00
- o Misconduct: 10:00

Timeouts

- Each team receives **one 60-second timeout** per game.

Zero Tolerance Policy

Referees will strictly enforce USA Hockey zero-tolerance policies.
Players, coaches, or spectators may be removed from the arena for violations.

Penalties, Suspensions & Discipline

- **Game Misconduct:** Automatic suspension for the next tournament game. o

Chicago Only: Game misconduct for fighting = **3-game suspension**. • **Match Penalty:**

Suspension for the **remainder of the tournament**. • Suspensions mandated by USA

Hockey or tournament rules **cannot be appealed**. • Participants must be aware of the consequences of their actions at all times.

Protests

- **No protests** of any kind will be accepted.
- Decisions of on-ice officials are **final**.
- All decisions on suspensions and tiebreakers are **final**.
- Games may be stopped if tournament officials deem continued play unsafe or not in the best interest of participants.

Scoring & Standings

Game Points

- Win: 2 points
- Tie: 1 point
- Loss: 0 points

Forfeits

- Any team that forfeits a game will have **all preliminary games** recorded as **3–0 losses** for standings.
- Team is ineligible for semi-finals or the championship.
- Entry fees are not refunded.

Standings & Tie-Breakers

Teams are ranked by total points.

If tied, the following order applies:

1. Head-to-head (see special cases below)
2. Most wins
3. Goal differential among tied teams (max 5 per game)

4. Goal differential in all games (max 5 per game)
5. Fewest goals against tied teams
6. Fewest goals against in all games
7. Fewest penalty minutes
8. Coin toss

Important Notes

- Once you move down the list of tiebreakers, you **never return** to earlier criteria. •

Head-to-head with 3+ teams only applies if:

- o All tied teams have played each other **and**
- o There is an “obvious winner”
- Example exception:
If Team A beat both Team B and Team C, Team A wins the tiebreaker even if B and C didn’t play.

Goal Differential Between Tied Teams

Only games played *between* the tied teams count toward this calculation.

Fewest Goals Against Between Tied Teams

Same rule: only games played *between* the tied team’s count.

Tie Games in Playoffs

Round-robin games end in a tie.

Semi-finals and championships use the following procedure:

1. 5-minute sudden-death OT

- o 4-on-4 plus goalies
- o Penalties carry over (e.g., 4-on-3 or 5-on-3)

2. Shootout (5 shooters per team)

- o Most goals wins.

3. Sudden-death shootout

- o Teams rotate through their full roster before repeating players.
- o If still tied, players shoot again in original order until a winner is decided.