

**32<sup>nd</sup> ANNUAL  
ASPEN JR. HOCKEY  
FALL FACE-OFF RULES**

**CREDENTIALS:** All teams and players must be registered with USA Hockey. All Canadian teams must be registered with Hockey Canada. The tournament committee will review credentials before and any time after the first tournament game.

**All teams must present:**

The USA Hockey Player Roster (Form 1-T) is **due two weeks before the tourney, along with jersey numbers and goalies identified.**

Approved travel permits, if applicable.

Team Contact form (available at check-in table)

**ENTRY FEE & REFUND POLICY:** The tournament fees are as follows: Team Entry Fees are **\$1,900 for 10U A, B & Girls; for 10U AA, \$1,950. For 12U A, B, & Girls; \$1,950. For 14UA, B, 15U, 19U Girls & 12U AA; Bantam 14UAA, Midget 16U AA, and 18U Midget /High School, \$1975.**

Bantam AA and 18U Midget/HS is due upon submission of the tournament application.

All teams will be scheduled for a minimum of four games. Tournament entry fees will be promptly refunded to any team that is not accepted. No refunds will be given after teams have been admitted. There are no spectator fees.

**SELECTION PROCESS:** We cannot select the teams on a first-come, first-served basis. A tournament committee will make all selections and consider the dates applications are received. Only complete applications and full payment will be considered for acceptance. When a division fills, organizations that request two teams at the same age level and division will be selected on the first application received. Teams must play at their USA Hockey-registered level unless otherwise approved by the Tournament Director. **Please do not call and ask if your team has been selected. Teams will be notified on the designated date.**

**UNIFORM COLORS:** The designated “home teams” shall be responsible for wearing uniforms primarily light in the color scheme. The designated “visiting teams” shall be responsible for wearing uniforms primarily dark in color.

**REPORTING TIMES TO ARENAS/LOCKER ROOMS/ICE:** All teams must arrive at the designated arena at least 45 minutes before game time. Teams must leave the locker rooms in excellent condition after games are completed. All teams are responsible for covering their penalty boxes; FFO volunteers will run the clock and score. Teams must be prepared to take the ice 15 minutes before the published game time. Managers must verify their rosters at the scoring table before each game.

**The tournament will provide warm-up pucks.**

**LEVEL OF PLAY:** The tournament will offer Midget/HS/18UA/16UAA; 19U Girls, 15U Girls, 14U Bantam AA, A, and B; 12U Pee Wee AA, A, B, and 12U Girls; 10U Squirt AA, A, B, and 10U Girls.

The play schedule is as follows:

**October 17 – 19, 2025**

*14U Bantam A, and B 12U Pee Wee A, 10U Squirt A*

**October 24 – 26, 2025**

*18U/HS/16UAA Midget, 14U Bantam AA, 12U Pee Wee AA,  
12U Pee Wee B, and Squirt B*

**October 31 – Nov. 2, 2025**

*10U Squirt AA, 10U Girls 12U Girls, 15U Girls, and 19U Girls*

**TOURNAMENT PLAY:** USA Hockey rules and age classifications will apply to all play except as noted below: **ALL PLAYERS ARE REQUIRED TO WEAR NECK PROTECTION PER USA HOCKEY.**

**18U/HS/16UAA Midget, 14U Bantam, 15U, and 19U Girls** games will have three (3) periods. Periods 1 and 2 will be 15-minute run times, and the third period will be a 15-minute stop time. A five (5) goal differential at any time in the third period will result in running time until the lead falls to less than five (5) goals. The time clock will stop for penalties and injuries. Each team will be allowed a 45-second timeout (1) per game. **18U/HS/ will follow delayed offside, and icing is allowed on PK.**

**12U Pee Wee, all 10U Squirt, 12U, and 10U Girls** games will consist of three (3) periods. Periods 1 and 2 will be a 14-minute run time, and the third period will be a 14-minute stop time. A five (5) goal differential at any time in the third period will result in running time until the lead falls to less than five (5) goals. The time clock will stop for penalties and injuries. Each team will be allowed a 45-second timeout (1) per game.

**All penalties and injuries will be stopped time** (Following USAH and CAHA penalty time frames, 14U Receive 2 – Minutes for a minor penalty, 12U/10U Receive 90 seconds – Minor Penalties.

Any player assessed a gross, match, or fighting major penalty, if listed on the official score sheet, will not be allowed to continue in the tournament or at the Tournament Directors' discretion. Major and Game Misconduct penalties will follow USAH/CAHA rules on possible automatic game suspensions.

All games, unless otherwise noted, have a 60-minute curfew. The score at the end of the third period or the 60-minute curfew, whichever comes first, will be used to determine the game's outcome.

Teams will be awarded points as follows:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss

**The following are only used when teams are tied to determine the Championship or Semi-Final games.**

The top-seeded team will be the home team.

Ties that exist after round-robin or position round play will be broken using the following criteria (in order until the tie is broken):

- **Two-way tie:**
  1. Head-to-head record between all teams with equal points.
  2. Most wins overall
  3. Overall Goal Differential (capped at a maximum of 5 per game)
  4. Fewest Goals Against
  5. Fewest penalty minutes overall
  6. Coin toss (We will try to have a rep from each team present. We reserve the right to have tournament staff conduct the coin toss if representation is not possible)
- **Three (or more) -way tie:**
  1. The head-to-head record between all teams with equal points (if three teams are tied, and one team has not beaten both of the teams, head-to-head does not apply)
  2. Most wins overall
  3. Overall Goal Differential (capped at a maximum of 5 per game)
  4. Fewest Goals Against
  5. Fewest penalty minutes overall



6. Coin toss (We will try to have a rep from each team present. We reserve the right to have tournament staff conduct the coin toss if representation is not possible)

Refusal to play any scheduled games will result in a forfeit.

Game results will be posted immediately upon completion of games by the Game Sheets scoring system and posted on our website, as well as the wall matrix.

**The Fall Face-Off Tournament hosted 80+ teams last year over three weekends. We will make every attempt to bring all teams that apply. For this reason, we may start game play each Friday as early as 6:30 a.m. and we may even ask if you are willing to play on Thursday evening. We will make every effort to schedule local teams to play the first games on Thursday or Friday.**

### **TOURNAMENT FORMATS**

#### **4 TEAM DIVISIONS:**

***Pools.*** Teams will be placed into a single pool.

***Round Robin.*** Teams will play each of the other teams. After round-robin play is completed, teams will be seeded based on point standings (and tie-breakers if necessary). After seeding, teams compete in the semi-finals to see who advances to the championship game (1 vs. 4, 2 vs. 3).

***Championship Game.*** The winners of the semi-final games will advance to the championship game.

#### **5 TEAM DIVISIONS:**

***Pools.*** Teams will be placed into a single pool.

***Round Robin.*** Teams will play each of the other teams. After round-robin play is completed, teams will be seeded based on point standings (and tie-breakers if necessary).

***Championship Game.*** After round-robin play, the top two seeded teams will advance to the championship game.

#### **6 TEAM DIVISIONS:**

***Pools.*** Teams will be placed in two divisions.

***Round Robin.*** Teams will cross-play against the other teams out of their division. After round-robin play is completed, all teams will be seeded based on point standings (and tie-breakers if necessary).

***Championship Game.*** After round-robin play, the top four-seeded teams will advance to the semi-final game. There will be a consolation game for teams 5-6.

## **8, 10, and 12 TEAM DIVISION:**

**Pools.** Eight teams will be divided into two pools of four teams each. Ten teams will be divided into two pools of five teams each. Twelve teams will be divided into two divisions with two pools of three in each.

**Round Robin.** Divisions of 8 teams are split into two divisions and will play each opposing team division. After the round-robin is completed, all teams will be seeded based on their overall standing in the point standings (and tie-breakers if necessary).

The top two teams overall advance to the Championship Game (the top team is home). In the 10-team bracket, the teams will play each team in their division once, and the top team from each division will advance to the championship game. Other formats include teams will play against their division and seed, with the top 2 teams advancing and the remaining teams playing a 4<sup>th</sup> consolation game. In the 12-team they will cross-play in their division pools, top two advance to semis, bottom four cross-play consolation games.

## **CONSOLATION GAMES:**

In divisions requiring teams to play consolation games, the tournament will attempt to match teams that have not played one another during the tournament. There is no seeding system used for determining opponents.

## **OVERTIME PROCEDURES:**

Overtime will only be allowed in Semi-Final and Championship games.

If teams are tied after the end of regulation play in Semi-Final or Championship games, teams will not change ends and play a 3-on-3 five-minute sudden-death overtime period. If time allows, we may advance to a second sudden-death period.

A five-person shootout will be used if teams are still tied after overtime.

Coaches will submit five different players for the shootout.

Any player serving a penalty will not be allowed.

If teams are tied after the original five players, the shootout will continue until a winner is determined.

Players who have already participated in the shootout may not shoot again until a team's entire roster has been used (excluding goalies and any players in the penalty box).

The higher-seeded team will determine which team will shoot first.

**ALL OVERTIME IS SUDDEN DEATH**

**NO PROTESTS WILL BE ALLOWED**

**All FFO games are officiated by USAH Officials only.**

**AWARDS:** Championship teams will receive a championship banner. Individual playmakers, a hat trick, and shut-out pucks will be handed out when merited.

**VENDORS:** Only approved vendors will be allowed within the ice facilities. This includes but is not limited to apparel, photographs, video, and food. Any person(s) or business found to be performing sales or promoting any items without a contract or permission from Aspen Junior Hockey will be ejected from the tournament and the building for the duration of the tournament.

Any questions regarding the Aspen Fall Face-Off Tournament should be directed to the tournament administrator:

Brock Radunske

Phone (office) 970-920-7081 (fax) 970-544-8034

Email [admin@aspenjuniorhockey.com](mailto:admin@aspenjuniorhockey.com)

The Fall Face-Off Tournament Director is Harlan Pratt

Email [director@aspenjuniorhockey.com](mailto:director@aspenjuniorhockey.com)

**USA HOCKEY'S "ZERO TOLERANCE POLICY" WILL BE ENFORCED  
FOR PLAYERS, COACHES, AND SPECTATORS**

\*In conjunction with USA Hockey, The Aspen Fall Face-Off has a ZERO TOLERANCE POLICY when it comes to any form of hate and/or abuse (racial, sexual, emotional, physical, etc.) among players, parents, coaches, officials, and spectators. The Tournament Director reserves the right to remove anyone from the tournament who exhibits such behavior on or off the ice. The Fall Face-Off is a USAH-sanctioned tournament SafeSport Protocol will be adhered to.