

Steamboat Springs Youth Hockey Association (SSYHA)



TOURNAMENT RULES - 2025/2026 SEASON

1. USA HOCKEY PLAYING RULES AND AGE DIVISIONS WILL BE USED UNLESS OTHERWISE APPROVED.

- a. All teams, players, coaches and officials must be registered with USA Hockey (USAH) for all tournaments and Jamborees.
- b. USAH officials will officiate all games.
- c. USAH 2025 - 2029 and Colorado Amateur Hockey Association (CAHA) playing rules will be used.
- d. All players must adhere to USAH rules regarding proper protective equipment including neck guards.
- e. USAH Zero Tolerance Policy will be enforced for all players, coaches, officials, and spectators.
- f. At least two weeks prior to each team's first tournament game, teams must provide their official USA Hockey 1-T roster to the tournament coordinator.
 - i. Player numbers and goaltenders should be indicated on the USA Hockey roster, and verified before each team's first game. Each team should also have a locker room monitor indicated on its teams roster.

2. ENTRY FEE/REFUND POLICY

- a. The entry fees are:

Squirt Scare - 10U Coed - 10/24/2025 - 10/26/2025:	\$1,975
Rocky Mountain Rumble - 12U Coed - 10/31/2025 - 11/2/2025:	\$1,975
Adele Mountain Divas Week 1 - 19U & 16U Girls - 11/7/2025 - 11/9/2025:	\$1,975
Adele Mountain Divas Week 2 - 12U & 10U Girls - 11/14/2024 - 11/16/2025:	\$1,975
Ski Town Classic - 14U Coed - 12/5/2025 - 12/7/2025:	\$1,975
Mite Jamboree - 8U & 6U Coed - 1/17/2026 - 1/18/2026:	\$600
- b. Fee is due at the time of registration, payable via ACH, Debit or Credit Card.
- c. Any team not accepted into the tournament will have their full entry fee refunded to them in the same manner in which it was paid.
- d. If a team withdraws prior to 30 days before the tournament start date, a full refund will be issued minus a \$200 dollar administrative fee. After 30 days from the tournament start date, no refund will be issued unless a replacement team is found by the team that is withdrawing.
- e. There will be no admission fee for spectators.

3. FORFEITS/REFUSAL TO PLAY

- a. Forfeit policy states that any team which enters a tournament and fails to appear on time for a scheduled game, or any team (CAHA registered or otherwise) who fails to provide a valid 1-T roster to the Tournament Director at team registration prior to the first game of the tournament will be subject to:
 - i. Forfeiture of all tournament games as determined by the Tournament Director.
 - ii. Payment for all expenses, including but not limited to referee fees and ice costs for

- each forfeited game.
- iii. Denial of entry into any Colorado tournament for the remainder of the season. In the case of a CAHA registered team, any approved travel permits will be rescinded.
- b. Refusal to play policy states that any team refusing to play under any circumstances forfeits the game(s) as well as their entry fee.

4. TEAMS/GAME FORMAT

a. The 2025-26 Tournaments will include the following:

- i. Level of play will be at the House/Recreational level for the age classifications.
- ii. There will be a minimum of 4 teams accepted at each of the following age classifications, with SSYHA reserving the right to alter the number depending on ice availability. If less than 4 teams apply, the division may be dropped.
 - 1. Squirt Scare: 10U A, 10U B
 - 2. Rocky Mountain Rumble: 12U A, 12U B
 - 3. Ski Town Classic: 14U A, 14U B
 - 4. Adele Mountain Divas Tournament: Girls 10U, 12U, 16U, 19U
- iii. Each team will be required to bring a light and a dark set of jerseys. For our tournament, the Home Team will wear light and the away team will wear dark. If a team has only one jersey, they must notify the other team 30 minutes prior to the game to coordinate jersey colors.
- iv. Each team is guaranteed a minimum of 4 games. The base format will be a round robin tournament with the top two teams advancing to the championship game. This is subject to change based on the number of teams registered for each tournament.
- v. All games shall consist of three (3) periods of play. For 10U and 10U Girls, the first and second periods will be a twelve (12) minute running clock and the third period will be a twelve (12) minute stop clock. For 12U and 12U Girls, the first and second periods will be a fourteen (14) minute running clock and the third period will be a fourteen (14) minute stop clock. For 14U, 16U, and 19U Girls, the first and second periods will be a fifteen (15) minute running clock and the third period will be a fifteen (15) minute stop clock. 3 minutes will be allotted for warm ups for each game.
- vi. During the third period, when the goal differential is five (5) or more goals, the clock will continue to run. If a team scores a goal which makes the goal differential less than 5 in any portion of the third period, the clock will go back to stop time.
- vii. The time clock will be stopped during a running time period in the event of an injury.
- viii. Penalties will be paused during a running clock, whether it is a running clock period or a running clock due to goal differential in the third period.
- ix. Per CAHA, penalty lengths will be as follows:
 - 1. 10U & 10U Girls - 1:00 for minor penalties, 5:00 for major penalties, 10:00 for misconduct penalties
 - 2. 12U & 12U Girls - 1:30 for minor penalties, 5:00 for major penalties, 10:00 for misconduct penalties
 - 3. 14U, 16U Girls, & 19U Girls - 2:00 for minor penalties, 5:00 for major penalties, 10:00 for misconduct penalties
- x. Each team may have one 1-minute time out per game for all games.
- xi. Three (3) points will be awarded for a regulation win, two (2) points for a win in OT, one (1) point for an OT loss & zero (0) points for a loss. Points will not be awarded for Jamboree games.
 - 1. If any non-championship game ends in a tie at the end of regulation play, both teams are awarded 1 point. Teams will then play a 5-minute 3v3 sudden death overtime. If one team scores during OT, they will be awarded 1 additional point

for a total. If no team scores during the OT, the game will be a tie and each team will remain at one point each.

- xii. The Tournament Coordinator reserves the right to take any game to running time if the tournament game schedules fall more than 30 minutes behind. Games will only be curfewed as a last resort.
- xiii. Every effort will be made to have as fair of a schedule as possible for all teams involved with equitable gaps between games. We will do our best to accommodate schedule requests, but we can't make any guarantees.

b. The 2025-26 Mite Jamboree will include the following:

- i. 8U Mites & 6U Mites
 - 1. Divisions: 6U, 8U Beginner & 8U Intermediate/Advanced.
 - a. Divisions may be adjusted based on the number of registrations.
- ii. Jamboree games will be 4v4 with goalies, half ice, using blue pucks and mini mite or intermediate size goals.
- iii. Jamboree games have no score kept, no overtime, and no championship games.
- iv. Jamboree games are 12-minute run time for 3 periods with automatic shift changes every 2 minutes with a 1-minute rest period between periods of play. 3 minutes will be allotted for warm up.
- v. Note that Jamboree games may count toward 8U maximum number of games allowed.
- vi. Jamboree games will be officiated by the coaches of the listed home team. The home team should provide at least one coach on the ice.
 - 1. An appropriate penalty would be taking a knee for 5 seconds after an infraction.
 - 2. We ask that each team's coaches educate their own players on penalties.

5. TEAM RESPONSIBILITIES

- a. The host association will provide a scorekeeper, clock operator, and a music operator for all games.
- b. Visiting teams must provide a penalty box volunteer for their team.
- c. Visiting teams will provide their own pucks for warmups.
- d. All teams must be present in the rink 45 minutes prior to scheduled game time. Teams should be prepared for games to start up to 15 minutes before the posted start time. Games will not begin more than 15 minutes early.

6. TEAM CHECK IN:

- a. A team representative must check in at the tournament desk 45 minutes before their first game, stating the team is present and ready to play.
- b. A Team representative must check the roster on GameSheets before each game, double checking jersey numbers, marking any scratches and indicating the starting goalie. Incomplete or missing information may result in inaccurate scoring. If you are unfamiliar with GameSheets, please contact the Tournament Director on duty.
- c. It is suggested that the coach reviews the GameSheets before the game is finalized. Once the game is finalized, no changes can be made unless there is a scoring mistake that affects the final score or outcome of the game.

7. PENALTIES/SPORTSMANSHIP

- a. SSSHA Tournaments emphasize sportsmanship. Please stress this with your coaches, parents and players. Fighting, abusive behavior, or unsportsmanlike conduct, including taunting at any time, whether playing or observing, will not be tolerated by players, coaches or spectators.
- b. Per USA Hockey rules, "A punch, or an attempted punch, thrown by any player in the direction of

an opponent, regardless as to whether contact is made, is considered fighting.” Any player receiving a fighting penalty will be suspended for the remainder of the tournament.

- c. Any player receiving a major, other than fighting, (5-minute penalty) along with a game misconduct penalty will be suspended for the next game of the tournament. The Tournament Director and the local supervisor of officials may impose an additional penalty up to and including suspension from all tournament games as well as submitting their findings to appropriate governing bodies.
- d. Any player that receives a game misconduct penalty consisting of 4 penalties in one game will be suspended for the next game of the tournament.
- e. Any team that receives 12 penalties in 1 game will result in the coach receiving a game misconduct and the coach will be suspended for the next game of the tournament.
- f. Game officials are empowered to call abuse penalties under rule 601 in the immediate area of the arena, especially for any unsportsmanlike behavior or taunting. Players not actively participating in a game and assessed such a penalty will receive a minimum of a 10 minute misconduct prior for their next game, and may be removed from all tournament play.
- g. Any player removed from the ice for a violation of playing rules must immediately proceed to the team locker room and remain inside the locker room until teams have completed the game and left the ice. A registered team official must accompany the removed player until the completion of the game. Failure to remain in the locker room will result in suspension from the tournament, and may be sent to the CAHA disciplinary committee for supplemental discipline.
- h. Any spectator ejected for violation of the USA Hockey Zero Tolerance policy for parents and spectators will be banned from attending and/or participating in all remaining activities during the tournament. In addition, the spectator will not be allowed entry into any portion of the rink property (including locker complex, warming room, and rink area). Should a spectator attempt to gain access at any time during the tournament after ejection, the coach of the team this spectator is affiliated with will be held responsible for immediate removal of the spectator.
- i. The Tournament Director(s), in collaboration with the on-ice officials and the Head Referee, reserves the right to declare a game official prior to the end of regulation time if the teams involved refuse to play hockey or are behaving in an unsportsmanlike manner, or in any manner deemed detrimental to the game of hockey.
- j. All players, coaches, team officials, and spectators are expected to conduct themselves in a sportsmanlike manner at all times while observing/participating in tournament activities. Players, coaches, and spectators are expected to refrain from the use of vulgar and/or obscene language, gestures, etc., which could be construed as unsportsmanlike in nature. Individuals persisting in such behavior after being asked to refrain could be subject to actions including banishment from participating in/observing the tournament and if necessary, criminal prosecution.
- k. The tournament committee will not tolerate abuse of officials, and the referees on the ice will have the discretion to call bench penalties for any abuse of officials by the fans, parents, or team officials. Abuse penalties called at the end of a game will carry over to the start of your next tournament game. The referees shall have the option of ending any game should they feel the players or game officials are endangered. In such a case, the outcome of the game shall be determined by the Tournament Director representative and/or on-ice officials.
- l. All team officials, players, parents, and fans must follow the “ZERO TOLERANCE” rule listed in the current USA Hockey Rule Book, and as posted in the rink. SSYHA believes the tournament experience should be positive for all teams and spectators. Remember, it’s just a game.

8. TIE-BREAKER RULES:

- a. If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaker rules:
 - i. Winner of head to head competition (If more than 2 teams are tied and all have not

- played each other head to head, move to tiebreaker ii)
- ii. The team with the fewest total goals against will advance.
- iii. The team with the least amount of penalty minutes will advance if teams are still tied.
- iv. The team with the most shutouts advances.
- v. If the above procedure does not break the tie, the teams shall use the "coin-toss" procedure to determine which teams advance.

9. CHAMPIONSHIP OVERTIME RULES

- a. The top two teams in each division, except in a Jamboree, will advance to the Championship Game. If a Championship Game ends in a tie at the end of three (3) regulation periods, sudden death overtime period will be played with the following provisions:
 - i. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in effect.
 - ii. If tied after regulation, a 5 minute, sudden death, 5 on 5 period will be played.
 - iii. If still tied after the first overtime, a 5 minute, sudden death, 4 on 4 OT period will be played.
 - iv. If still tied after the second overtime, a 5 minute, sudden death, 3 on 3 OT period will be played.
 - v. If still tied after the third overtime, teams will participate in a best of 5 player shootout. Teams will submit the list of 5 to the ref prior to the start of the shootout.
 - vi. If still tied after 5 players for each team, the shootout will continue 1 player at a time with each team getting equal opportunity until the game is settled.
- b. No ice make will occur for any overtime period.

10. AWARDS

- a. Team awards will be presented immediately following the Championship Game(s).

11. LOCKER ROOMS

- a. Locker room assignments can be found on the monitor in the lobby.
- b. If a team wishes to have their locker room locked during play, locker room keys will be handled by the rink staff. Some form of ID of value (i.e. driver's license, credit card, car keys) may be needed to ensure the collateral for any damage. All teams will be responsible for cleaning up the locker room and leaving it in excellent condition.
- c. The City of Steamboat Springs, Howelsen Ice Arena or its staff nor SSYHA assumes any responsibility for the loss/theft/damage of any personal property left in the locker rooms or the arena grounds, including the parking lots.

12. DAMAGES TO THE RINK AND PROPERTY

- a. Should any player or team damage property in the ice rinks, all cost for repair or replacement shall be borne by the responsible party/team. Arrangement for restitution must be made immediately with the rink or respective manager. Infractions of this rule may be grounds for dismissal from the tournament.

13. PROTESTS - DISCIPLINE COMMITTEE

- a. Discipline and protests will be decided by the Tournament Director and the Head Referee.
- b. Protests of any game or disciplinary action must come from the head coach and be made in writing no later than 30 minutes after the conclusion of a game, or 15 minutes of notification of any disciplinary action, whichever is applicable:
- c. The line of protest shall be:

- i. On-ice officials
 - ii. Protest Committee consisting of the Tournament Director(s) and Head Referee.
- d. There may be no protests on playing rules, interpretation of playing rules by on-ice officials or judgment calls.
- e. If a referee or linesman fails to show up for a game and the coaches agree to play, the coaches lose the right to protest any aspect of the game.
- f. The Protest Committee shall be responsible for deciding any actions, suspensions, or other actions to be taken against a player or team official.
- g. No player or team official shall be suspended from participation in the remaining games except as noted above, unless he/she has appeared before the committee and has been given the opportunity to relate his/her version of the incident. The Protest Committee will meet prior to that team's next game.

14. OFF-ICE OFFICIALS

- a. Each team is required to have an adult in their team's respective penalty box. SSYHA will supply a scorekeeper and timekeeper for each game.
- b. The acting Tournament Director, or representative on duty, will be an off-ice official and may call and issue penalties through the on-ice officials.

15. INTERPRETATION OF TOURNAMENT RULES

- a. The interpretation of the tournament rules is under the sole discretion of the SSYHA and the Tournament Director(s).

16. GAMESHEETS

- a. All game data will automatically be posted on GameSheets immediately following the conclusion of a game. Tournament schedules, results and statistics can be found on the tournament page located on the SSYHA Website, SteamboatYouthHockey.com.
 - i. Mite Jamboree games will not be posted as score is not kept.

17. SAFE SPORT COMPLIANCE

- a. All SSYHA Tournaments will adhere to the USAH Sanctioned Tournament SafeSport Policy.