

# Tournament Rule Guide: All Divisions & Genders

This guide consolidates all rules for the tournament. **Note:** Unless otherwise specified, all rules listed below apply equally to **Co-ed**, **Girls-only**, and **Varsity** divisions.

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## 1. General Tournament Policies

- **Universal Application:** All rules—including game lengths, scoring, and conduct—apply to **both Co-ed and Girls-only** divisions at every age level, including Varsity.
  - **Governing Rules:** USA Hockey rules apply (Zero Tolerance Policy). Canadian teams follow Hockey Canada equipment rules.
  - **Documentation & Check-In:**
    - **Youth (14U/Bantam and below):** Official signed roster required at check-in. Birth certificates must be verified.
    - **Varsity:** Credentials Meeting required before play. Must show USA Hockey Certified Roster and Safesport approval list for all volunteers.
  - **Officials:** Varsity games require a four-man referee system (USA Hockey Certified).
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## 2. Game Format & Timing

Division	Warm-up Period Lengths	Ice Resurface
6U/8U (Mite/Termite)	3 Min (2) 18-Min Run Time	Before game
10U / Girls 10U	5 Min (3) 12-Min Stop Time	Before game
12U / Girls 12U	5 Min (3) 15-Min Stop Time	Every 2 periods
14U / Bantam	5 Min (3) 15-Min Stop Time	Every 2 periods

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<b>Varsity (Co-ed &amp; Girls)</b>	5 Min	(3) 17-Min Stop Time	<b>Between 2nd &amp; 3rd</b>
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- **Varsity Intermissions:** 1-minute break between 1st/2nd periods. 15-minute "ice make" between 2nd/3rd.
  - **Arrival:** All teams must be ready to play **15 minutes early**.
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### 3. Scoring & Tiebreakers

#### Youth (10U through 14U/Bantam)

- **Pool Play Points:** 4 for shutout win, 3 for win, 1 for tie, 0 for loss.
- **Tiebreakers:** 1. Head-to-head, 2. Goal Diff, 3. Fewest Allowed, 4. Goals For (max +6), 5. Coin Toss.
- **Mercy Rule:** Run-time starts at a 6-goal lead.

#### Varsity (Co-ed & Girls)

- **Pool Play Points:** 2 for win, 1 for tie, 0 for loss.
  - **Tiebreakers:** 1. Head-to-head, 2. Goals For ÷ Goals Against, 3. Fewest Penalty Mins, 4. Fastest goal in 1st game.
  - **Mercy Rule:** Run-time starts at a 7-goal lead (reverts to stop-time if lead drops below 7).
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### 4. Penalties & Overtime

#### Penalties

- **6U/8U:** Penalized player goes to the bench for the rest of the shift; they are replaced on ice (no shorthanded play).
- **Varsity:** 4 penalties = Game Misconduct. Team with 12 penalties = Head Coach ejected for next game. Match penalties = Tournament disqualification.

#### Overtime (Bracket Play Only)

- **Youth:** 5-min 5v5 sudden death, then 5-min 3v3 sudden death, then 3-player shootout.
- **Varsity:** 5-min 3v3 sudden death, then 3-player shootout.

- **Shootout Rule (All):** Every player on the roster must shoot once before anyone can shoot a second time.
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## 5. Equipment & Jerseys

- **All Ages:** Home team (first listed) wears **Light**; Visitor wears **Dark**. *Varsity teams should bring alternate jerseys to avoid conflicts.*
- **Youth Roster Labels:** Provide **4 labels** per game for the scorekeeper. These are used as backup, but are required to bring.

## 6. Spectator & Participant Behavior

This tournament maintains a **zero-tolerance policy** regarding verbal or physical abuse of officials, players, coaches, or tournament staff.

- **Spectator Conduct:** Fans must remain respectful and sportsmanlike at all times.
- **Participant Conduct:** All players and coaches are expected to uphold the highest standards of fair play.
- **Enforcement:** There is no tolerance for verbal or physical abuse of officials. Offenders will be dealt with under the rules and policies of **USA Hockey (USAH)**, which may include immediate removal from the arena, game misconducts, or tournament disqualification.