

**Magic City Meltdown Tournament
Billings, MT**

Tournament Rules 2025

1. **GENERAL** – All USA Hockey rules shall apply except as modified. Mite games will be played on half ice, 5 on 5, with a goalie, score will be kept. Termite games will be played cross-ice, 5 on 5 or 4 on 4, whatever coaches decide, no goalies. The buzzer will sound every three minutes to change lines.
 - a. For Mites, each shift will start with a face off. After a penalty or goal, play will start with a face off. If the puck is frozen by goalie, referee will toss it in the corner.
 - b. For Termites, each shift will start with a face off. After a goal, the puck will be tossed in a corner.
2. **LENGTH OF GAMES** – Termite and Mite games will consist of a 3-minute warm-up with two 18-minute run time periods. Warm-ups will start once the proceeding games players are off the ice, or once the ICE CUT is complete and doors are shut. Warm up time begins whether teams are ready or not. Warm-ups may be shortened, or eliminated, if tournament is running behind schedule.
3. **ALL TEAMS MUST BE READY TO PLAY 15 MINUTES PRIOR TO SCHEDULE TIME IN CASE WE RUN AHEAD OF SCHEDULE.**
4. **PARTICIPATING TEAMS** – All teams, players and coaches must be registered with USA Hockey.
5. **OFFICIALS** – Each game will have one referee per game.
6. **SPORTSMANSHIP** – This jamboree stresses sportsmanship. Fighting, abusive behavior, or unsportsmanlike conduct by players, coaches or parents will not be tolerated on or off the ice. Such conduct shall be grounds for disqualification from the tournament. Game officials have the authority to direct the removal of any person acting in an objectionable manner as well as the authority to end any game at any time they feel that continuing the game would constitute a danger to the players. The outcome of any such game shall be determined by the tournament director.
7. **ON THE BENCH** – Only 3 people, other than the dressed players, will be allowed on each team bench (sideline for termites).
8. **DAMAGE TO RINKS AND OTHER FACILITIES** – All repair and/or replacement costs associated with any damage caused to any property at the ice arena, hotel or other facility, shall be borne by the team(s) of the person(s) causing such damage. Immediate arrangements for restitution must be made and violations of this rule are cause for disqualification from the tournament.
9. **JERSEYS** – Home teams are listed first. Visitors second on the schedule. It will be the responsibility of the home team to wear dark colored jersey, the visiting to wear light colored jerseys. Any deviance from these guidelines must be discussed and agreed upon between the coaches of the opposing teams.
10. **PENALTIES** – If a penalty is called, the player will go to the bench for the remainder of their shift. A player from the bench will replace penalized player.
11. **GOALS** – Each player is allowed three goals per game. Any goals scored by a player who already has three goals will be disallowed. During Mite games, no more than a five-point spread will be posted on the scoreboard.