Snake River Showdown & Yetis Cup
2026 – 2027 Season Rules

The AAU Hockey Rule Book will be the governing document.

1.0 General Rules

1. Gameplay:
    a. National Federation of State High School Associations (NFHS) playing rules have been adopted.
    b. Junior Yetis age classification shall be non-checking.
    c. Delayed offsides will be in effect for all age classifications.
    d. Icing when shorthanded is allowed without a stoppage in play.
    e. All games will start at the scheduled game time.
    f. Coaches are expected to have players lined up at the ice rink door 5 minutes prior to the start of gameplay.
    g. The rink door will be closed at the prescribed game time.
    h. Any player not on the ice or the player's bench at start of game time will not be allowed to participate in the first period of the game.
    i. Any team without a minimum of one coach and one full line on the ice or the player's bench at the start time will forfeit the game.
2. Player Uniform:
    a. Players must be in uniform; any player who is out of uniform will not be allowed onto the ice or the player's bench.
    b. Any team with four or more players out of uniform will forfeit the game.
    c. Uniform Requirements:
        i. 2025-2026 Season styled white or black Snake River Yetis jersey (based on game calendar team jersey assignment) with a unique number clearly visible on the back.
        ii. Early season jersey exceptions may be granted, with league official approval, for players who have not yet received jerseys.
        iii. Full protective equipment as specified in the 2025-29 USA Hockey Official Rules.
        iv. Black or navy blue breezers.
        v. Black, white, or blue socks that fully cover the shin guards.

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3. Game Format:
    a. Game Forfeits will result in a 3-0 win.
    b. All games will be conducted on full ice.
    c. Teams will provide fully equipped goalies.
    d. In no event shall game time, including any tiebreaker rounds, be allowed to exceed the allotted game schedule.
    e. Runtime will be conducted during the 3rd period if the game clock shows that the match will conclude within 5 minutes of the designated end time.
    f. The start of runtime will be determined at the sole discretion of the scorekeeper.
    g. Once runtime starts, the only time the clock will stop is for an injury.
    h. Once runtime starts, the game cannot change back to stop-time.
    i. No timeouts are allowed except in the final rounds of the tournament as defined in Section 3.
    j. Regular season Showdown games can end in a tie with deviation allowed as defined in Section 4.
    k. Yetis Cup Tournament games cannot end in a tie, see Section 4.
    l. Specific tiebreaker procedures are defined in Section 4.
4. Scorekeeping:
    a. The maximum goal differential is 7 goals.
    b. After a 7 goal lead is reached, additional scoring for the leading team will not be counted.
    c. Scoring will resume for the leading team after the differential closes below 7 goals.
    d. Goal scoring for player statistics will continue to be tracked on the scoresheet.
5. Penalties:
    a. Minor Penalties - 2 minutes.
    b. Major Penalties - 5 minutes.

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c. Misconduct - 10 minutes.
d. Major Fighting or Match Penalties - Suspension until a hearing is conducted in accordance with the AAU Rulebook, see Section 2.
e. The league will provide penalty box operators.

6. Junior Yetis Specific Rules:
   a. Games will use intermediate nets.
   b. Games will consist of 3 x 12-minute runtime periods.
   c. The clock will stop and the horn will sound approximately every 2 minutes to denote a line change as determined by the scorekeeper.
   d. Entry into runtime procedures to maintain game schedule, as determined by the scorekeeper, will eliminate clock stoppage during line changes.
7. Mid and Senior Yetis Specific Rules:
   a. All games will use full-size nets.
   b. All games will consist of 3 x 12-minute stop-time periods.

2.0 Team Conduct

1. Match penalties, as defined in the AAU Rule Book, will be adjudicated at a hearing held by the Discipline Committee during the Snake River Showdown, or the Tournament Committee during the Yetis Cup Tournament.
2. Match penalties will be adjudicated by the Tournament Committee during the tournament.
3. The Tournament Committee consists of: President, Tournament Director, and Coaching Director, the Discipline Committee will be established in accordance with the SRYHA Bylaws.
4. All Tournament Committee or Discipline Committee decisions will be final.
5. Match penalties, major fighting, player or team official ejections, game suspensions, abuse of players/staff or officials, and all other disputes adjudicated by either the Discipline or Tournament Committee will be referred to the AAU National Hockey Chair for further action.

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6. A major fighting penalty or a match penalty will result in player suspension from the tournament, or a specified number of regular season games determined by the Discipline Committee.
7. Any team official (coach, trainer, or manager) ejected from a game will be suspended for the remainder of the tournament, or a specified number of regular season games determined by the Discipline Committee.
8. Any team acquiring 12 or more penalties in a single game will result in the head coach being suspended for the following game.
9. Coaches are responsible for team conduct while their team is in the arena. Teams are expected to always follow arena rules. Coaches are required to monitor team conduct while using arena facilities; this includes locker rooms, stands, corridors, and all other areas of the arena.

3.0 Tournament Rules

1. All games are double elimination format except for the championship game, during which the winning team will be declared the champion regardless of tournament win/loss record.
2. Teams are seeded based upon win/loss records from the Snake River Showdown.
3. One 30 second timeout will be allowed for each team in the Consolation and Championship Games.

4.0 Tiebreakers

1. Once a tiebreaker round starts, it must be completed. There is no provision for shortening any round of the tiebreaker.
2. Tiebreakers must be conducted in accordance with the procedure outlined in this section.
    a. There is no allowance to change the tiebreaker procedure or the order of the tiebreaker rounds.

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b. Deviation from tiebreaker procedure will result in Showdown games being recorded as a tie or Tournament games being decided by a coin toss.
c. Example: A game is tied at the end of the 3rd period, and the head coach for Team A calls for a shootout to be conducted. If a Showdown game, the game cannot proceed into a tiebreaker without explicit authorization from the scorekeeper. If the scorekeeper authorizes entry into tiebreaker procedures, the first round must be a 5-minute 3v3 in accordance with the procedure. Any deviation results in a Showdown game being recorded as a tie, during Tournament play this results in the game winner being decided by coin toss.

3. Tournament schedules will allot up to an additional 15 minutes to conduct a tie breaker in accordance with the tiebreaker procedure during each game if necessary to determine a winner.
4. Regular season Showdown games can end in a tie with the following allowance for deviation:
    a. If time allows, at the sole discretion of the scorekeeper, tiebreaker procedures, outlined in this section, may be entered for regular season Showdown games.
    b. In no event shall game time, including any tiebreaker rounds, be allowed to exceed the allotted game schedule.
    c. For regular season Showdown games, tiebreaker procedures may be suspended after each round is completed, resulting in a tie, at the sole discretion of the scorekeeper.
    d. Any deviation from these rules or from the tiebreaker procedure will result in the game being recorded as a tie.
    e. Example 1: A Showdown game is tied at the end of the 3rd period, but game time **is not** sufficient to allow a 5-minute first tiebreaker round. The scorekeeper should end the game in a tie after the 3rd period is complete.
    f. Example 2: A Showdown game is tied at the end of the 3rd period, but game time **is** sufficient to allow a 5-minute first tiebreaker round. The scorekeeper

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may authorize the game to proceed into the tiebreaker. However, at the end of the first tiebreaker round, if the game remains a tie and the scorekeeper does not believe that there is sufficient game time remaining to allow a second tie-breaker round, the scorekeeper should end the game in a tie after the first tie-breaker round is complete.

5. Tiebreaker Procedure:
    a. First Tiebreaker:
        i. The first tiebreaker will consist of a 5-minute overtime period.
        ii. The overtime period will be a 3v3 format with 3 skaters and one goalie for each team.
        iii. Scoring will be sudden death where the first team to score wins.
    b. Second Tiebreaker:
        i. If still tied after the first tiebreaker, a 4-man shootout will be conducted in sudden-death format.
        ii. Head Coaches will determine the 4 shooters and shooting order for their team.
        iii. The Away Team will shoot first.
        iv. Sudden death is determined by each round of the shootout where the first team to score an unanswered goal in any shootout round will be declared the winner.
        v. Example 1: If Team A scores in the first shot of the round, Team B will be allowed to shoot to match. If Team B does not match, Team A wins.
        vi. Example 2: If Team B scores in the second shot of a round where Team A did not score, Team B wins.
        vii. Example 3: If both Team A and Team B score during a round, the game remains a tie and the shootout proceeds to the next round.

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c. Third Tiebreaker:
   i. If still tied after the second tiebreaker, a stationary puck will be placed on the goal line centered in the net.
   ii. Shooter 1 from the second tiebreaker for each team will shoot a puck from inside of the Center Faceoff Circle.
   iii. The Home team will shoot first.
   iv. The team whose shot lands closest to the stationary puck after both shots are taken will be declared the winner.
   v. If the stationary puck is struck by a shot, the shot puck will be marked where it comes to a rest and measured to the goal line centered in the net.

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