



2026 Idaho Cup Tournament Rules

AAU License Number:
ELJ66MCVQE



The AAU Hockey Rule Book will be the governing document for the tournament.

1.0 Rosters

1. All teams must submit rosters no later than 7 days prior to the tournament.
2. Rosters must be submitted to the Tournament Director at:
hockeyoperations.sryha.yetis@gmail.com.
3. Only players on a verified roster are eligible to participate.
4. Any team that plays a non-verified player or bench person shall forfeit that game.
5. Rosters must include:
 - a. Player's full name, AAU number, jersey number, and position.
 - b. Coach and bench personnel full name, AAU number, and title.
 - c. Skilled team rosters must identify 6 players, in defined order, per roster who will participate in a shootout in case of a tiebreaker.
6. Players or coaches without an AAU number will not be allowed to participate in the tournament.
7. All players must be prepared to provide a copy of their birth certificate if requested.
8. Any teams adding players above the qualifying age of their division without advanced consent by the tournament director, will be disqualified without a refund.

2.0 General Rules

1. National Federation of State High School Associations (NFHS) playing rules have been adopted, with the following exceptions:
 - a. All age classifications shall be non-checking.
 - b. Delayed offsides will be in effect for all age classifications.
 - c. Icing when shorthanded is allowed without a stoppage in play.
2. All games will start at the scheduled game time; coaches are expected to have players lined up at the ice rink door 5 minutes prior to the start of gameplay.
3. All games will consist of 3 x 12-minute stop-time periods.
4. Run-time 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. This will be determined at the sole discretion of the score keeper. Once run-time starts, the only time the clock will stop is for an injury.

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5. Game Forfeits will result in a 3-0 win.
6. The maximum goal differential is 7 goals.
 - a. After a 7-goal lead is reached, additional scoring for the leading team will not be counted.
 - b. Scoring will resume for the leading team if the differential closes below 7 goals.
7. Penalty duration is as follows:
 - a. Minor Penalties -1:30 minutes.
 - b. Major Penalties - 5 minutes.
 - c. Misconduct - 10 minutes.
8. All teams will be required to provide their own penalty box operator.

3.0 Team Conduct

1. Match penalties, as defined in the AAU Rule Book, will be adjudicated during the tournament at a hearing held by the Tournament Committee.
2. The Tournament Committee consists of the Host Organization: President, Tournament Director, and Coaching Director.
3. All Tournament Committee decisions will be final.
4. Match penalties, major fighting, player or team official ejections, game suspensions, abuse of players/staff or officials, and all other disputes adjudicated by the Tournament Committee will be referred to the AAU National Hockey Chair for further action.
5. A major fighting or a match penalty will result in player suspension from the tournament.
6. Any team official (coach, trainer, or manager) ejected from a game will be suspended for the remainder of the tournament.
7. Any team acquiring 12 or more penalties in a single game will result in the head coach being suspended for the following game.
8. Coaches are responsible for team conduct while their team is at the arenas. Teams are expected to follow arena rules at all times. Coaches are required to monitor team conduct while using arena facilities; this includes locker rooms, stands, corridors, and all other areas of the arena.

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4.0 Skilled Divisions

1. Skilled divisions 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. Skilled division teams are seeded based upon random selection.
3. One 30 second timeout will be allowed for each team in the Consolation and Championship Games.
4. Tiebreaker
 - a. 15 minutes are allotted in the tournament schedule for tiebreakers if needed to determine a winner.
 - b. 6 shooters will be designated in order on the roster when submitted to the tournament director.
 - c. First tiebreaker - 3-man shootout, the Away team will shoot first.
 - d. Second tiebreaker – If still tied after the first tiebreaker, the shootout will continue through the 6th designated shooter in a sudden-death format.
 - i. Sudden death is determined by each round of the shootout.
 - ii. If the Away team scores in the first shot of the round, the Home team will be allowed to shoot to match. If the Home team does not match, the Away team wins.
 - iii. If the Home team scores in the second shot of a round when the Away team did not score, the Home team wins.
 - e. Third tiebreaker – If still tied after the second tiebreaker, a puck will be placed on the goal line centered in the net.
 - i. Shooter #1 from each team will shoot a puck from inside of the Center Faceoff Circle. The Away team will shoot first.
 - ii. The team whose shot lands closest to the stationary puck after both shots are taken will be declared the winner.
 - iii. If the stationary puck is struck by a shot, the shooter's puck will be marked where it comes to a rest and measured to the goal line centered in the net.

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5.0 Development Divisions

1. Development divisions are round robin format.
2. No timeouts are allowed in round robin play.
3. There will be no tiebreakers allowed for round robin games.
4. Round robin scoring will be as follows:
 - a. Win – 10 points
 - b. Tie – 5 points
 - c. Loss – 0 points
5. The team with the highest overall score in the division after all round robin games are complete will be declared the champion.
6. In the event of a tie in the standings in the round robin, results will be decided in the following order:
 - a. The winner of the game between the two tied teams. If 3 or more teams are tied skip to b.
 - b. The team with the most wins in the tournament.
 - c. The team with the highest number of goals scored in the tournament.
 - d. Coin toss called by team captain of the Away team during the game between the two teams.

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