



RIVER FALLS TOURNAMENT RULES AND REGULATIONS

Thank you for choosing our tournament, we try to provide a great experience for all. A few reminders to help us accomplish that before starting your tournament games. We are a **ZERO TOLERANCE FACILITY** - all officials' calls are final. The tournament director or tournament liaison if the director is not in the facility has the authority to make/change any decision regarding tournament behavior, concerns, or general operating of the tournament. An example may be changing the Zamboni from every 2 periods to once a game should we get behind, or if they need to decide regarding the return of a skater that has been kicked out of a game for behavior. Even if it is posted in the tournament rules, sometimes situations come up that you cannot plan for. We do this for the best outcome of the tournament.

- 1. Rosters** - Each team may have a maximum of (18) players, plus no more than (2) goaltenders for a team total of twenty (20) on the player roster. Not more than four certified coaching personnel will be allowed on the player's bench while games are being played. Only players on the roster may be on the bench. An official roster must be given to the tournament director at least 30 days prior to the start of the tournament.

- 2. Game Structure/Ice Resurfacing** - All games will be played according to USA hockey rules, as amended by WAHA.
 - Warm-ups: 4 minutes for all levels
 - Period times are as follows:
 - Squirts/10U girls – Three stop time 12-minute periods. Zamboni at the end of each game.
 - PeeWee/12U girls – Three stop time 13-minute periods. Zamboni at the end of each game.
 - Bantams/14U&15U Girls – Three stop time 15-minute periods. Zamboni at the end of each game.
 - Junior Gold – Three stop time 16-minute periods. Zamboni every rolling two periods.
 - Run time will occur anytime there is a 6-goal lead, if the lead drops to less than 6, stop time will resume. Clock stoppages during run time will occur for penalties, injuries, goals, and surface.

- Rest time between periods for Squirts/10U Girls and PeeWee/12U Girls is 1 minute; Bantam and 14U/15U period breaks will be 2 minutes.
- Each team will receive 1 one-minute timeout during regulation play.
- Warmup pucks will be provided
- Teams should be prepared to go on the ice up to 15 minutes early if the tournament is running ahead of schedule.

3. The **home team** will be the **top team** listed in a bracketed tournament. The home team will wear white and will sit on the home bench. **Exception** - If a River Falls/Blackcats team is listed on the bottom of a subsequent bracket, they remain the home team.

4. Penalties

Level	Period (min)	Penalties (min)
Squirt/10U Girls	12:00	Minor (1:00); Major (3:00); Misconduct (6:00)
PeeWee/12U Girls	13:00	Minor (1:30); Major (4:00); Misconduct (8:00)
Bantam/14U&15U Girls	15:00	Minor (1:30); Major (4:00); Misconduct (8:00)
Junior Gold	16:00	Minor (2:00); Major (5:00); Misconduct (10:00)

Any player receiving four penalties in one game will be removed for the remainder of the current game and the next game per USA Hockey rules. Someone will need to be put in the box to serve the skaters fourth penalty. If a skater receives a minor and misconduct that will count as two penalties. If a player receives a major penalty, that will also count as two penalties. If a skater is still in the penalty box at the end of regulation, they are not able to participate in a shootout.

Each team is responsible for providing their own penalty box worker.

5. There will be **Zero Tolerance** for fighting, profanity, abuse of on or off ice officials, this includes verbal or physical abuse. Any team player, coach, or spectator displaying poor sportsmanship or conduct on or off the ice, may be suspended from the tournament for the remainder of the tournament. Officials will be instructed to eject any player from the game for fighting.

6. Bracketed Tournament - In the event of a tie at the end of regulation, teams will be given a 30 second rest period. Then the OT will go to a three-skater shootout. Teams will not swap ends. Visiting team shoots first. If still tied after the initial three-skaters, it will proceed in a 1 v 1 shootout until a winner is decided. Championship games will go to 5 minute 4 on 4 sudden victory OT periods (no timeouts during OT) until a winner is decided. Teams will not swap ends for overtime. There will be no additional Zamboni no matter how many minutes of OT.

7. Round Robin Format – There will be no overtime periods in round robin play. Game points - 2 points for a win, 1 point for a tie, 0 points for a loss, 1 point for winning the period,

and 1 point for a shutout for a maximum of 6 points possible per game. In the event of a total points tie between teams the following tie breakers will be used:

- A. Result of Head-to-Head game between tied teams
- B. Least goals allowed during the tournament
- C. Least penalty minutes
- D. Goal differential, goals scored minus goals against
- E. Coin Flip

In the event of a tied 3rd place or consolation game, teams will be given a 30 second rest period. Then the OT will go to a three-skater shootout. Teams will not swap ends. Visiting team shoots first. If still tied after the initial three-skaters, it will proceed in a 1 v 1 shootout until a winner is decided. Championship games will go to 5 minute 4 on 4 sudden victory OT periods (no timeouts during OT) until a winner is decided. Teams will not swap ends for overtime. There will be no additional Zamboni no matter how many minutes of OT.

8. Shootout Rules - All skaters on the roster must participate in a shootout before a player may go again. If a skater is in the penalty box at the end of regulation (or OT) they CANNOT participate in the shootout. Teams will not swap ends for the shootout. Visiting team shoots first.

9. Locker Rooms - No player will be allowed in the locker room without credentialed adult supervision. Cell phones are not allowed to be in the locker room and pictures are not allowed to be taken inside the locker room. Any damage done or items taken will be the responsibility of the team using the locker room. Locker rooms will be patrolled and checked after each game. Please pick up your team's garbage.

Edited 11/14/2025