



OYH Panther Ice Classic

Squirt Tournament Rules

January 23 - 24, 2027



Rosters: All teams (players and coaches) must be properly registered with USA Hockey and registered members of their respective teams. Each team will be required to provide the Tournament Director their proper certified team roster. Only players on the roster are allowed on the bench.

Official Rules of Play: All games will be played in accordance with USA Hockey/WAHA Rules. The decision of on-ice officials is final. We adhere to the USA Hockey Zero-Tolerance Policy.

Pre-game warmup: 3 minutes

Length of Period: 3 - 12 minute stop time periods (except when running time applies) with a 1 minute rest time in between periods

Time Outs: (1) one-minute timeout per game per team

Penalties: Minor = 1 minute, Major = 3 minutes, Misconduct = 6 minutes

Running Time: At any point in the game -- if a six-goal lead is established, the game will go to running time. The clock shall "run" at all times as long as the six-goal lead is maintained, except for goals, to assess penalties, and for injuries (as determined by the on-ice officials). If the lead is cut back to under 6, clock will return to stop time. If a game runs long, tournament officials reserve the right to move to a running clock to end the game on schedule if needed.

Ice Resurfacing: Ice will be resurfaced at the completion of every game

Game Times: Teams may be required and must be prepared to start games up to 15 minutes ahead of the game start time (no grace period).

Penalty Box: As a precaution, each tournament team is required to provide an adult to work the penalty box for their team during their team's game ONLY.

Jersey Color: The home team will wear their LIGHT jersey color and the away team will wear their DARK jersey color.

Neck Guards: Neck laceration protection is required per USA Hockey and WAHA legislation. Neck laceration protection should cover as much of the exposed neck area as possible and should be able to be worn properly without alteration.

Tournament Format:

A round-robin tournament format will be played.

- 6 Team, 2 group Round Robin
- Groups are made using available data from myhockeyrankings.com with the intent of groups consisting of seeding reflecting 1, 3, 5, and 2, 4, 6 schemes.

- Group winners play in Championship, runners-up in 3rd place game, and a 5th place game between lowest ranked group finishers.

Tournament Scoring:

Group Scoring:

- Win, 3pts
- Tie, 1pt
- Loss, 0 points

Tie Games: All pool play games will be scored as a tied game. No overtime or shootouts played.

Seeding after two games will be determined by highest point total (3 points for a win; 1 point for a tie; 0 points for a loss).

In the event of a tie in points, the following tie breakers apply to determine the highest seed:

1. If two teams are involved, it will be decided by head to head results.
2. In case of either a 3-team tie or a head-to-head tie from #1, second tiebreaker will go to the team which gives up the least goals against in round robin play. If two teams are still tied, only those two teams will move to the third tiebreaker.
3. If still tied, highest differential of goals will be used, up to 5.
4. If still tied, winner of the most periods.
5. If still tied, a coin flip will determine the winner.

Overtime: In the event of a tie at the end of regulation for Championship, 3rd place or 5th place games, the following rules will apply:

- 1-minute break
- Teams will switch ends
- One 5-minute
- 5v5 sudden victory overtime period
- If still tied, a 1-minute rest and then a 3-man shootout

Shootout Rules:

- Coaches will pick the shooters order and provide a list to the on-ice officials.
- Any player serving a penalty at the end of the 5-minute overtime is not allowed to shoot in the shootout.
- Away team will shoot first.
- If tied after 3 shooters, teams will enter sudden victory, and the shootout will continue until there is a winner.
- No shooter may shoot a second time until all players on that team have shot

Note:

- Air horns, whistles, and any other noise devices that may interfere with on ice game action are not permitted within the arena.
- Team reps/managers are responsible to ensure tournament rules have been reviewed with coaches.
- Teams will be responsible for any damages to or litter in locker rooms and any other arena facilities (see below).

- If the tournament is ahead of schedule, games may start up to 15 minutes early.
- The tournament officials have the authority to switch to run time or change the ice resurfacing schedule to best accommodate the overall tournament schedule.
- Spectators are encouraged to enjoy the game and cheer their team on but remember to refrain from any profanity, abusive or obscene language or gestures directed to any spectator, player, official or coach. No noise makers of any kind. Violators may be asked to leave the Arena for the remainder of the tournament.
- ZERO TOLERANCE RULES WILL BE ENFORCED.
- Oregon Ice Arena and Oregon Youth Hockey are not responsible for lost or stolen items.