Breezy Point Ice Fest Tournaments General Rules & Regulations

1. Fees: Tournament Team Entry Fee: $1950. There are no other admission fees.

2. Game Days & Times - Teams Entering Breezy Point Tournaments agree to any and all last-minute changes in the game schedule. Games will be played on Friday, Saturday and Sunday. As advertised, all teams entering tournaments understand and agree to play games beginning before 6:00pm on Fridays which may require players to miss school. Sorry teams cannot request game times, teams must play in time slots as assigned, no game time changes allowed. Be prepared to play as early as 8 AM on Friday.

3. Team Credentials: Before the start of the tournament a team official of the team must submit the following team credentials to the tournament officials: An Official USA Hockey Team Roster for the current season and any waivers for any players listed on the rosters whose residence is outside the teams' natural hockey community. An approval letter from the district registrar for any player that is playing in a younger age group that is implicit based on the player's birth date.

4. USA Mandatory Hockey Rules: USA Hockey Referees will be used. First Aid Attendants (Certified in BLS, AED, and First Aid) will be on site during all games. USA Hockey rules will be used as modified by MN Hockey. (Notice to all teams traveling from outside of Minnesota: Minnesota age guidelines are different from USA Hockey and players on Minnesota teams may be up to 6 months older). Canadian Teams must wear protective equipment as designated by CAHA Canadian Peewees **cannot** check.

5. Tournament Format: See Brackets - Formats can be changed at any time due to tournament not filling or teams dropping or adding.

6. Pool Play: The standings in pool play shall be determined based on three (3) points for a win, one (1) point for game that ends in a tie, and zero (0) points for a loss.

If time allows during pool play, a three-man shoot-out maybe played. An **extra** bonus point (1) will be awarded to the winner of the three-man shoot-out. If there is no winner after the three-man shoot out, the game will remain a tie. The decision will be made by the Tournament Director.

If two or more teams have equal number of points, their position shall be determined by:

1. Goal Differential or +/- (Maximum of 9 goals)
2. Total goals scored from each pool play game, maximum of 9 goals per pool play

game.
3. Head To Head – If the teams played against each other, the team that won gains the higher position.
4. Coin Toss

7. Final Games Overtime Rules: In the case of a tie during the final game there will be a 3-man shootout followed by a sudden death shoot-out if it is still tied after the 3-player shootout. During the sudden death shoot-out each team will receive an equal opportunity to shoot and score. Teams must use all players on the roster equally in the shoot-out.

8. Warm-Ups: a 3-minute warm-up starts immediately at the scheduled start time of the game. Clock officials **will not** wait for late teams to come out to start the clock

9. Game & Period Length: 10U, 12U, squirt, and peewee tournament games will have 60 minutes of ice time scheduled for the playing of each game. 60-minute games will consist of 3 – 12-minute stop time periods. Tournament officials and Game Box officials are allowed to decrease the length of the 3rd period due to games running behind schedule or for any other reason and will inform the coaches of both teams of any changes before the start of the 3rd period. There is no resurfacing between periods.
Bantam tournaments will have 3–15-minute periods. Ice resurfacing will be done every 2 periods. A new game can be started on “dirty” ice.

10. Game Start Times: All teams must be prepared to start up to 15 minutes earlier than the scheduled start time if games are running ahead of schedule. Coaches will be given at least 5 minutes advanced notice if a game will be starts early.

11. Penalty Time: All minor penalties will be 1:30 minutes in length for 10U, 12U, squirt, and peewee tournaments. All minor penalties will be 2 minutes in length for bantam tournaments.

12. Home Team: First/Top team in brackets are home and should wear LIGHT jerseys.

13. Intermissions: for 10U, 12U, squirt, and peewees, there is a 1-minute rest between periods. There will be no resurfacing between any periods of play during tournaments. Bantams will be resurfacing every 2 periods and will have a 1-minute rest between non-resurfacing periods.

14. Time Outs: Each team is allowed 1 – 60 second timeout per game.

15. Overtime Games: See tournament brackets for specific tournament overtime rules.

16. 3 Penalty Per Game Rule: Players are each allowed **three** penalties per game. Any player receiving a 4th penalty **will be removed** from the playing area and another player must serve the penalty.

17. Player, Coach, & Fan Conduct: Ther conduct of all players, coaches, and fans is to be beyond reproach both on and off the ice. A ZERO TOLERANCE policy regarding abusive language and unsportsmanlike behavior toward anyone is strictly enforced. Any misconduct by any team member or team fan can result in immediate disqualification of the entire team from the tournament or kicked out of the game.

18. Bench/Referee Communications: Coaches and players are not permitted to argue or complain about any calls made by the referees. Coaches may ask for clarification on calls in a calm constructive adult manner. Coaches should not yell or shout any negative comments or remarks about referees either directly or indirectly. Any coaches displaying any unacceptable behavior, including yelling, screaming or swearing on the bench may be given a bench penalty or ejected from the game. Game box officials and tournament employees are also instructed to inform referees of any of the above-mentioned inappropriate behavior by coaches. Any coach ejected from games for any such behavior will also be reported to their home association and District Ace Coordinators.

19. Protests: No protests will be permitted regarding rule interpretations or judgment calls made by game officials. All referee and tournament official decisions are final. Any coach or team official threatening to pull their team from a game or tournament will be reported to their Association and District.

20. Arena Ejection: There is absolutely no excuse for any inappropriate yelling, screaming, swearing or any other unacceptable behavior by any coach, parent, or fan. Adults are expected to act appropriately and not let the emotion of the game affect their behavior or demeanor. Any adult acting inappropriately will be required to leave the arena. All tournament and arena staff have the authority to eject anyone from the ice arena property who they feel is violating this or any other zero tolerance rules and they are instructed to call the police if anyone refuses to leave.

21. Rink Hours: The doors to the rink will be open one hour before the first game of the day.

22. Rink Manager and/or Tournament Director reserve the right to change tournament rules at any given time with written or verbal notice to teams.

23. Mezzanine usage: Breezy Point has a mezzanine that is over the players' benches. Anyone caught spitting, dropping garbage and/or distracting players in anyway, can and will be removed from the mezzanine. Mezzanine door may be locked by arena staff at anytime **WITHOUT** warning! **No children** are allowed in the mezzanine without adult supervision, no excuses!

24. Media Crow's nest: There are 2- media crow's nests at Breezy Point. One is attached to the mezzanine, and one is located on the bleachers. These Media Crow's nests are **OFF**

LIMITS to **EVERYONE!** Disciplinary action for anyone caught in the media crow's nest is at the tournament director's discretion.