Rocky Mountain Regional Silver Stick Tournament
Rules and Regulations
November 25-29, 2026 – Westminster, Colorado

1 - A check of credentials and qualifications will take place before each team competes. Required documents shall include:

USAH 1-T Roster – must be submitted three weeks in advance of the tournament
Travel permits for all teams (as required)

2 - Only USA Hockey teams will be allowed to enter. The tournament will follow all 2025-2029 USA Hockey Rules and only USA Hockey certified officials will officiate games. The tournament will also follow all USA Hockey and CAHA rules.

The USA Hockey Sanctioned Tournament SafeSport Program Protocol will be adhered to.

3 - An entry fee of an amount to be published on the Silver Stick website shall be collected from each team before play begins. A team will receive a refund of 80% of the fee if the tournament director is notified in writing 60 days prior to the tournament starting. No refunds will be given for team canceling without 60 days written notice.

There is no admission fee for spectators. Full payment is due by Thursday, November 12, 2026.

Team acceptance is at the discretion of the Tournament Director.

4 - This will be a USA Hockey sanctioned tournament featuring 14UA, 14U B, 12U A, 12U B, 10U AA, 10U A and 10U B divisions

- The tournament is open to teams properly registered with USA Hockey

5 - There will be a minimum of four teams at each age division competing in a round robin format. Points will be awarded according to the following point system: 2 points for a win, 1 point for a tie, and 0 points for a loss.

Each team is guaranteed 4 games. There is the chance to play 6 games based on seeding after round-robin play is finished.

6 - Home teams shall wear light (white) jerseys and away teams shall wear dark jerseys. The tournament director reserves the right to change color designations if necessary.

7 - Game Length: All games will have 3-stop time periods with a 5-minute warm-up. The period durations are as follows:

- 14U – 14-minute periods
- 12U/10U – 12-minute periods

8 - No game will be played under curfew rules. However, if at any time during the third period the score differential is 4 or more, the game clock will go to run-time. Stop-time will only resume when the deficit is reduced to less than four goals. When in running time, a penalty will start when play resumes.

There will be no run-clock in semi-final or championship games.

9 - Tournament officials reserve the right to end any game or move any game to running time if the officials and/or referee deem the game has become unsafe, or to recover time in the tournament schedule.

10 – Teams will receive one time-out per game, round-robin play included.

11 - A tie game after regulation play in the round-robin portion of the tournament will remain a tie. Only games designated as quarterfinal, semifinal or championship will have overtime. A tie game after regulation play in the quarter-final, semi-final and championship rounds will have a one-minute rest period followed by a 4 on 4 sudden death overtime period of seven minutes. Goalies will change ends. If still tied after the 4 on 4 overtime period, after a one-minute rest period:

1. In quarterfinal and semifinal games: A 5-man shootout will ensue. Each team will designate 5 shooters and the teams will alternate penalty shots on the opposing goalie, home team first. Best of 5 shots wins. If the score remains tied following the first 5 shooters, each team will designate an additional shooter, different from the first 5. Each team will alternate shooters until a winner is determined (all members of each team must be used in the shootout before repeating).

2. In championship games: the 4 on 4 with goalies, sudden-death format will continue for an additional seven minutes. Goalies will go back to their 1st and 3rd period nets. If the game remains tied at the end of the second 4 on 4 overtime, a 5-man shootout will ensue. Each team will designate 5 shooters and the teams will alternate penalty shots on the opposing goalie, home team first. Best of 5 shots wins. If the score remains tied following the first 5 shooters, each team will designate an additional shooter, different from the first 5. Each team will alternate shooters until a winner is determined (all members of each team must be used in the shootout before repeating).

Any player serving a penalty at the end of overtime is not eligible for the shootout in all playoff games

12 - In the event there is a tie in game points when determining seed positions for the semi-final round the tiebreakers will be applied as follows:

1. Points
2. Wins
3. Head-to-head (only if two teams are tied)
4. Goal differential: Subtracting goals-against from goals-scored, **all games considered**, the team with best +/- rating being ranked highest. The maximum goal differential per game is +/- 4. For example, a team that wins a game 7-2 will only be credited with +4, even though their goal differential is +5. The losing team will be assessed a -4 for the game. Head-to-head results will not factor back in when more than two teams are tied in points. All teams will be ranked and seed based on this tie-breaker.

<u>If still tied:</u>

5. Fewest goals against
6. Most goals for
7. The team with the fewest penalty minutes.
8. Coin toss.

13 - Teams are required to check in one hour before their scheduled game time for locker room assignments and all teams will be flexible and cooperative if start times or rink assignments need to be changed. The first game of the day will start on schedule.

14 - Penalty Box will be covered by volunteers from participating teams. NO coaching from the penalty box. The Rocky Mountain Silver Stick (RMSS) tournament will provide scorekeepers and clock volunteers for every game at the Ice Centre at the Promenade and for games played elsewhere when a Hyland team is playing. If a Hyland team is not playing the HOME team is responsible for scoring and running the clock. The home team has first right to run music for the game (round-robin only). If the home team opts to not control music, the visiting team can elect to provide music. A team will lose music privileges if inappropriate music is played.

15 - Teams must be ready to take the ice within 2 minutes after the Zamboni doors have closed unless directed otherwise by tournament officials. The warm-up period will start when both teams have entered the ice. Teams are not permitted to enter the ice until the officials approve.

16 - Locker rooms will be assigned prior to each game. Depending on the rink, locker room keys may be available. The Head coach, an assistant coach, or a rostered locker room monitor, is responsible for the locker room. This responsibility CANNOT be delegated to a parent volunteer. All meetings being held in a locker room between a player and a coach must be monitored by an additional adult. Teams are required to leave their locker room clean and damage free. Tournament officials will inspect for damage and cleanliness after each game. Teams will be held responsible for following the USAH locker room policy and any damage to the locker rooms will be repaired at the expense of the team/player responsible for the damage. Teams will be refused a locker room for the remainder of the tournament if there are issues. The RMSS, tournament directors and tournament venues are not responsible for lost or stolen items.

17 – There will be no protests. Only the head coach or the team manager may express concerns to the tournament director and/or other tournament officials.

18 - Championship and Runner-Up awards will be presented to the first and second place teams of each age division at the conclusion of the championship game. MVP nominations by the tournament committee and director will be collected at the conclusion of each championship game. MVP awards will be presented to one player from the first and second place teams of each age division at the conclusion of the championship game. Individual awards may or may not be awarded depending on age division.

19 - Any player receiving a major penalty for fisticuffs (fighting) will receive a 1-game suspension from USA Hockey. The RMSS tournament will impose an additional 2-game suspension, unless reviewed and overturned by the Tournament Director. The player must leave the ice surface and team bench area immediately. Furthermore, all teams registered under CAHA must comply with all additional suspensions. All 601 penalties will result in a 1 game mandatory suspension from USA Hockey. Any team with 12 penalties will see their coach suspended from the next game. Any player receiving 4 penalties in a game will receive a game misconduct.

20 - Any player, coach, team, team official, parent, or spectator who demonstrates rude, vulgar, damaging, or unsportsmanlike conduct during the tournament at any of the tournament venues and/or on hotel property is subject to discipline by the RMSS tournament committee. This may include removal from ice arena/hotel property, suspension from games, or expulsion from the entire tournament/hotel stay.

21 - All players are required to wear neck guards. No player will be permitted to play without this piece of equipment.

22 - No noise devices allowed. This includes, but is not limited to, bells and horns.

23 - The following rules are mandated by CAHA:

1. Any team which enters a tournament, which fails to appear on time for a scheduled game or refuses to play, shall (1) forfeit all of its tournament games, (2) shall pay for all expenses, including but not limited to referee's fees and all ice costs for each forfeited game and shall be denied entry in any tournaments for the remainder of the season.

2. All teams, including but not limited to out-of-state teams, must place on file with the tournament director before the first tournament game, a copy of the Team Roster Form which has been approved by USA Hockey. If any team shall fail to comply with this rule, that team shall forfeit all games until the proper signed and sealed team roster is presented to the tournament director. The team violating this rule shall remain obligated to and shall pay all financial obligations to all opponents for the forfeited game costs and the league or tournament entry fees.

24 - All teams must register in the age-appropriate level/division per the USA Hockey sanctioned levels. Any team found in violation of these rules will forfeit 100% of the tournament registration fee, no exceptions. A team

found to be participating in an incorrect division will not be eligible to advance to the playoff rounds. If there is any confusion, team managers must provide the tournament director with a link(s) to the leagues the registering team plays in at the time of registration, or shortly thereafter.

25 - Games results will be posted on GameSheet within 24 hours of the game being completed. Standings will be shown on the Silver Stick website and GameSheet.

26. – RMSS **WILL NOT** provide warm-up pucks for local teams. If out-of-state teams wish to use warm-up pucks provided by RMSS, a $100 deposit will be due at the start of the tournament. A puck bag will be provided to the team. The $100 will be returned to the team at the end of the tournament, only if the pucks and puck bag are returned.

27. – All teams are required to stay in approved RMSS Host Hotels and register through Sport-Stays. If a team is found to have violated this rule, all games will be forfeited, or a $750 fine will be imposed.