



## 2026 CENTENNIAL CUP TOURNAMENT SERIES

**FEBRUARY 26<sup>TH</sup> – MARCH 1<sup>ST</sup> 2026**

10U Rec | 12U Rec | 14U Rec | 18U Rec

14U AA | 12U AA | 10U AA

*(CRHL/REC & APPROVED INDEPENDENT TEAMS)*

**MARCH 5<sup>TH</sup> – 8<sup>TH</sup> 2026**

10U A & B | 12U A & B | 14U A & B

Girls 10U | 12U | 15U | 19U

*(TRAVEL & APPROVED INDEPENDENT TEAMS)*

## TOURNAMENT RULES

### GENERAL PARTICIPATION RULES & ELIGIBILITY

---

Open only to USA Hockey registered teams that are in good standing with their respective CAHA approved leagues.

Centennial Cup Tournament Series follows all 2025-2029 USA Hockey Rules.

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

- USAH 1-T Roster – must be submitted no later than three weeks prior to tournament start. No roster changes will be permitted 7 days prior to tournament start, without approval from the Tournament Director. Each team will need to have jersey numbers and goalies identified on their USAH 1-T Roster.
- Travel permits for all teams (as required)

Participating teams are guaranteed a minimum of 3 games – more may be played based on the number of teams in each competitive division.

- Games will consist of 2 pool play followed by single elimination bracket or 3 pool play and a Championship game.

Questions about team eligibility, player eligibility or goalie substitutions, adding a player due to an emergency situation, shall only be entertained by the Tournament Committee, only if the request comes via the association Hockey Director or President.

A player may only play for one team in the Centennial Cup. Head Coaches shall be solely responsible for any violations of this rule. Only the team's Association Hockey Director can request an exemption. Female players may play on a Girls Team and a Youth Team during Centennial Cup.

No "Tournament teams" will be admitted.

- "Tournament Team" is defined as a combination of two or more teams from an association at a specific age level. For instance, combining the most advanced players from two 12U A teams within an association to form a single team.

Only USA Hockey certified officials will officiate games.

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

All games will be scored in the CAHA approved Electronic Scoring System, live when possible. Otherwise, games will be updated within 24 hours and will be used as the official scoring for the tournament.

### TOURNAMENT ENTRY FEE

---

An entry fee, of an amount to be published on the RMHF website shall be collected from each team prior to play. No refund of tournament fees once a team is accepted into the tournament. If a division is cancelled teams will receive a full refund of fees paid, minus processing fees.

There is no admission for spectators.

10U AA   10U A   10U B   Girls 10U - \$1100	10 U Rec - \$1100
12U AA   12U A   12U B   Girls 12U - \$1200	12U Rec - \$1125

14UA   14U B   Girls 15U - \$1300	14U Rec - \$1175
14U AA - \$1400	18U Rec - \$1200

## DIVISIONS TO BE OFFERED

**Each age division at Travel Rec** (10U AA, A & B; 12U AA, A & B; 14U AA, & B) will offer an upper and lower division with a minimum of 4 teams. There will be no crossover between age divisions and each division offered will have a Champion and Runner Up. One division each for Girls 10U; 12U; 15U & 19U will be offered.

**Each age division at Rec** (18U; 14U; 12U; 10U) will have 3 divisions. A top 4 division and an upper and lower division, with each division having a minimum of 4 teams. There will be no crossover between age divisions and each division offered will have a Champion and Runner Up.

Upper and Lower divisions at each age level offered will consist of 2 pool play games. This will determine seeding for advancement of all teams in that age division to a single elimination bracket for that age division. Points will be awarded for pool play games according to the following point system: 2 points for a win, 1 point for a tie, 0 points for a loss.

The Top 4 divisions offered at Rec (18U; 14U; 12U; 10U) will play 3 pool play games. The top 2 teams will advance to the Championship Game. Points will be awarded for pool play games according to the following point system: 2 points for a win, 1 point for a tie, 0 points for a loss.

## GAME FORMAT

Each game will have a 3 - minute warmup.

### For Travel Rec Games

10U

- All games will have 3 stop time periods consisting of 12:01 per period.
  - 10U Minor Penalties = 1:30 / Major Penalties = 5:00

12U

- All games will have 3 stop time periods consisting of 12:01 per period.
  - 12U Minor Penalties = 1:30 / Major Penalties = 5:00

14U

- All games will have 3 stop time periods consisting of 12:01 per period.
  - Penalties = 2:00 / Major Penalties = 5:00

### For Rec Games

10U/12U/14U/18U

- Games consist of (2) 15:00 run periods and (1) 12:01 stop time period.
  - 10U Minor Penalties = 1:30 / Major Penalties = 5:00
  - 12U Minor Penalties = 1:30 / Major Penalties = 5:00
  - 14U/18U Minor Penalties = 2:00 / Major Penalties = 5:00

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

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

There will be **No time outs in pool play.**

A tie game after regulation in the pool play portion of the tournament will remain a tie. Only games designated as single elimination bracket games and Top 4 Championship games will have overtime.

## **OVERTIME**

---

For game requiring Overtime, there will be a 3 minute rest followed by a 5-minute stop time sudden death period. Teams will play 3-on-3, with a goalie. Goalies will defend the net furthest from their bench. If still tied, the teams will then go to a "shoot-out." Each team selects 5 different players that will alternate taking "penalty shots." Home team will decide if they want to shoot first or second. If still tied after 5 penalty shots by each team, the shootout will continue with each team alternating penalty shots until the tie is broken. Any eligible player can take these penalty shots.

One time out per team will be allowed in the single elimination bracket games and the Top 4 Championship game. If the game goes to overtime each team will be allowed an additional time out.

## **TIEBREAKERS**

In the event there is a tie in the game points between two teams *who have* played each other at the end of pool play, then the winner in head-to-head games played will determine who advances if both teams have played each other.

In the event there is a tie in the game points between two teams *who have not* played each other at the end of pool play, then the following will be used to determine who advances:

- Most wins in regulation
- Goal differential in pool play games (maximum goal differential per game is 5 goals)
- Fewest goals allowed in pool play
- Period points – the team with the most period points (goals/period) gains the higher position.
- Coin Toss

In the event there is a tie in the game points between three or more teams at the end of pool play, then the following will be used to determine who advances:

- Most wins in regulation
- Goal differential in pool play games (maximum goal differential per game is 5 goals)
- Fewest goals allowed in pool play
- Period points – the team with the most period points (goals/period) gains the higher position.
- Coin Toss

## **TEAM REQUIREMENTS**

Teams are required to check in 45 minutes before their scheduled game time and all teams will be flexible and cooperative in the event start times or rink assignments need to be change. Teams must be dressed and ready to take the ice 15 minutes prior to scheduled start time.

Penalty box will be covered by volunteers from participating teams. NO coaching from the penalty box or inappropriate comments to officials.

Home team is to provide clock and scorekeepers volunteers for each game.

Teams are required to provide their own pucks for warm-ups. Game pucks will be provided

Locker rooms will be assigned prior to each game and keys will be checked out at the venue's front desk before each game. The Head coach, or one of their assistants if they are not available, is totally responsible for the locker room. This responsibility CANNOT be delegated to a parent volunteer, or any other individual that is not an assistant coach on the team. 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. Locking the locker room during the game is the responsibility of the team. Tournament venues are not responsible for lost or stolen items.

The tournament committee, through its director will handle protests and disputes. The director reserves the right to make final decisions regarding the interpretation of the tournament rules. The director will act in the best interest of the players, coaches, and the game in general. The director's decisions are final and not subject to appeal. Issues relating to officiating are not subject to the jurisdiction of the tournament director. Coaches may make a formal written appeal regarding officiating to the tournament committee no sooner than 12 hours after the game in question has ended. At that time, a meeting of the tournament committee and the director of officiating will convene to consider the appeal. The decision of the tournament committee and the director of officiating will be final. The fee for a written appeal is \$150.00 and is payable when filing the appeal with the tournament director.

Only the head coach or the team manager may express concerns to the tournament director and/or other tournament officials.

Noise makers of any kind are prohibited.

It is the expectation that parents and spectators sit on the side of the rink which corresponds with their team in order to avoid conflicts. Tournament Officials and venue staff will remove any spectators that are disruptive or abusive towards players, officials, coaches, tournament officials, or other spectators. On ice officials may issue a bench minor to teams for unsportsmanlike behavior by fans.

Spectators wishing to film the game may do so but must not interfere with other spectators watching the game.

Penalties and Repercussions - Any player receiving a 5-minute major penalty for fighting will be suspended for the remainder of the tournament. Any player or coach who receives 2 major penalties during the tournament will be suspended for the remainder of the tournament. Any player, coach, manager, or parent ejected from a game due to abuse towards officials or tournament personnel, will be suspended from the tournament, as well as prohibited from entering any of the rink venues for the remainder of the tournament.

Neck guards are mandatory for all youth, girls, high school, and adaptive players per USAH rules.

#### **FORFEITS / REFUSAL TO PLAY / NO 1-T ROSTER**

---

Any team which enters a tournament and fails to appear on time for a scheduled game, or any team who fails to provide a valid 1-T roster prior to the first game of the tournament will be subject to the following per the Colorado Amateur Hockey Association:

- Forfeiture of all tournament games as determined by the Tournament Director.
- Pay for all expenses, including, but not limited to, referee fees and ice costs for each forfeited game.
- Denied entry in any Colorado tournaments for the remainder of the season.
- CAHA teams will have any approved travel permits rescinded.

