



## JULY 2026 DESERT ICE CLASH TOURNAMENT RULES



**Game Rules:** Unless otherwise noted, USA Hockey Rules are enforced at all times.

### **Game Timing Rules:**

- All games will consist of three 15 minute stop time periods.
- If there is a 6 or more goal differential in the 3rd period, run time will ensue.
- If the goal differential is reduced below 6, stop time will resume.
- In addition, tournament organizers reserve the right to change to run time should problems arise due to unforeseen circumstances.
- Except for during championship games, there are no time-outs. Teams get one 1-minute timeout in a championship game that may be used at any stoppage.
- The referees and tournament staff have the authority to change any game to stop or running time based on circumstances of the point system & game.
- Teams are responsible for knowing what time their games are and for being ready on time.

### **Tournament system:**

- Every game will be worth 2 points as a whole. 2 points for a win, 1 point for a tie, 0 points for a loss.
- The tournament will start with a 2-game round robin, with each team playing 2 games to establish standings.
- After the 2-game round robin, seeds 1 and 2 based on highest points will advance to the championship round for 1<sup>st</sup> place.
- Seeds 3 and 4 will play for 3<sup>rd</sup> place.

### **Penalties and Discipline:**

- Any player who receives a fighting penalty shall be ejected from the remainder of tournament games.
- Any acts of discipline may be enforced by the tournament staff at any time, regardless of whether a penalty was called during play, or what kind of penalty was called.
- Only players who were on their team's hockey roster provided before the tournament starts are eligible to play in the game.

### **Ties in division standings will be broken by:**

1. Head-to-head
2. Goal differential
3. Least Total Penalty Minutes
4. Coin Toss

**Championship Game Overtime:**

- Tied games after regulation in the championship will result in a 5 minute, 3 on 3, stopped time, sudden death period.
- A penalty during overtime will result in a 4 on 3 power play.
- If neither team is victorious, a three round shootout will decide the winner. The home team (higher seed) will have the option of shooting first or second. The order will stay the same in all rounds.
- If the teams are tied after three rounds, it will go to a sudden death one round with the same order until a winner has been decided.
- Each player may only be used once until all players on the bench have been used.