

## **SDP INVITATIONAL 2025 TOURNAMENT RULES**

1. All players must have a signed waiver on file before the start of their first game.
2. Certified medical attendants will be available at all games. In the event of an injury to a player, no coach and /or parent is allowed on the ice unless specifically summoned by the referee.
3. The home team will wear light colored jerseys. All jersey conflicts will be resolved at the discretion of the tournament officials.
4. All games will be played according to USA Hockey rules as modified by MN Hockey. Tournament modifications- icing will be allowed on the penalty kill and tag up offsides allowed for all levels.
5. Any abusive language or conduct directed to the game officials by the players, coaches, managers, parents or spectators will not be tolerated. Corrective action will be taken; this may include removal from the arena grounds. All participants (players, coaches and fans) are expected to show good sportsmanship.

### **GAME FORMAT:**

- 2016-2013 games will be three 14-minute stop time periods with a resurface before each game.
- 2012 games will be three 17-minute stop time periods with a resurface after the 2nd period and before each game.
- 4-minute warm-up before games and 1 minute rest between periods.
- Minor penalties will be 2 minutes.
- Checking will be allowed at the 2012 Level.
- Each team will get 1 timeout per game.
- Running-time ANYTIME a team has and maintains a 5-goal lead. The clock will revert back to stop time at any time the 5-goal advantage is not maintained.

### **POOL PLAY FORMAT -**

#### **+ Pool Play Format:**

- 2 points awarded for regulation win
- 1 point for a tie
- 0 points awarded for regulation loss.

There will be no overtime in pool play.

#### **Pool Play Tiebreaker Format:**

- Head-to-Head
- Fewest goals allowed
- Goal differential with the maximum of 5 goals
- Goals scored
- Fewest penalty minutes
- Coin flip

In the instance of a 3-way tie, goals allowed is the first tiebreaker. Once tie is broken, start with the first tie breaker (head to head)

## **Crossover Games Overtime**

If teams are tied at the end of regulation, there will be a 3-person shootout. If tied after three shooters, the shootout becomes Sudden Death. Teams are required to use all eligible skaters prior to choosing a player for the second time. Penalized players are not eligible to shoot.

## **Semi-final and Championship Game OT (All Levels)-**

If teams are tied after regulation, the game will enter a four-on-four, four-minute running time, overtime period.

If teams are still tied after the first overtime period, the game will enter a 3 v 3, three-minute running, overtime period.

If teams are still tied after two overtime periods, the game will enter a one-person sudden death shootout. Teams are required to use all eligible skaters prior to choosing a player for the second time. Penalized players are not eligible to shoot.