



The John Wold Cup Tournament Rules

Before and After the Games

1. Team managers must bring 15 score-sheet roster stickers to the tournament, 3 for each game with up to 5 games per team. Please check in prior to the first game. Scoresheets will be available after each game.
2. Head coaches should check in with the score box before each game to validate that game's roster and after each game to sign the scoresheet.
3. It is the team representative's responsibility to ensure that the locker room and showers are clean (no trash / tape / food or drink) prior to vacating the locker room. The team representative is responsible for all damage done to the locker room, showers, or the facility. A Girls only locker room will be provided.
4. The home team will wear dark jerseys. If a team does not have two sets of jerseys, it is the team's responsibility to notify the opponent & referees/tournament official of any change prior to game time.
5. The only persons allowed on the benches are eligible players in uniform and a maximum of four coaches who must be on the official roster. Coaches must have current USA Hockey coaching credentials to be on the bench.
6. Each team is responsible for providing an adult penalty box attendant for each game. This adult is an off-ice official who should conduct themselves as such.
7. All players must wear all required equipment as outlined by USA Hockey.
8. Teams must be prepared to start at least 10 minutes before scheduled game time unless notified by Tournament Director; some games may start early.
9. Casper Amateur Hockey will provide pucks for warm-ups.
10. At the conclusion of each game, the coach or manager of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified from participating in any future game(s).
11. The Tournament Director will not overrule any on ice decisions. There is no appeal process for decisions made by officials.
12. No hearings will be held for game misconduct penalties. Anyone receiving a match penalty will be suspended for the remainder of the tournament. All match penalties will be forwarded to the team's local governing body at the conclusion of the tournament.
13. All participants must abide by any and all COVID-19 procedures and restrictions if/as required by CDC, state, local government, and/or facility. Casper Hockey will provide details prior to the start of the tournament, as needed.
14. All players must be USAH registered and on approved USAH official rosters.

Game Times

1. There will be a 3-minute warm-up period prior to each game and a 1-minute break between periods. 2. Each game will consist of three stop-time periods with run-time exceptions noted below. 3. Playing time for all games will be stop time periods as follows:

- 10U – 12 minutes
- 12U – 13 minutes
- 14U – 15 minutes
- 16U and 18U – 16 minutes

4. Running Clock: A running clock will be used in the third period when one team is ahead by 5 or more goals. Stop clock will resume if the goal differential becomes 3.

5. Time-Outs: Each team is permitted one 60 second time-out per game.

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

7. USA Hockey prorated penalty minutes will be used for the following period lengths:

- Minor Penalties:
 - i. 12 minutes or less – 1:00 minor penalty
 - ii. More than 12 but less than 17 minutes – 1:30 minor penalty
 - iii. 17-20 minutes – 2:00 minor penalty
- Major Penalties:
 - i. 12 minutes or less – 3:00 major penalty
 - ii. More than 12 but less than 17 minutes – 4:00 major penalty
 - iii. 17-20 minutes – 5:00 major penalty
- Misconduct Penalties:
 - i. 12 minutes or less – 6:00 misconduct penalty
 - ii. More than 12 but less than 17 minutes – 8:00 misconduct penalty
 - iii. 17-20 minutes – 10:00 misconduct penalty
- Match Penalties:
 - i. 12 minutes or less – 3:00 match penalty
 - ii. More than 12 but less than 17 minutes – 4:00 match penalty
 - iii. 17-20 minutes – 5:00 match penalty

Discipline

1. Zero Tolerance: Referees will be instructed to strictly enforce zero tolerance rules. The John Wold Cup and the host arena reserves the right to remove from the arena players, coaches or spectators who violate USA Hockey zero tolerance policies.
2. Game Misconduct Penalty: Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game. There are no exceptions to this rule.
3. Match Penalty: Unless a greater suspension is required by USA Hockey, any player, coach or team manager receiving a game misconduct penalty will be suspended for the next tournament game.
4. Game Suspensions: Suspensions resulting from game misconducts, match penalties, or any other circumstances, which are mandated by USA Hockey or Tournament Rules will not be overturned by the Tournament Director under any

circumstances. Players, coaches and parents should be fully aware of the potential consequences of their actions at all times.

5. Protests: Protests of games shall not be accepted or considered for any reasons. Decisions of on ice officials are final. Decisions by the Tournament Director related to tiebreakers are final.

6. Games may be stopped and ended if, in the judgment of tournament officials, continuing play is deemed to be not in the best interest of the tournament, participants, spectators, officials, etc. The final score and outcome of the game will be decided solely by Tournament Director based on the current score, time remaining and situation which lead to suspension of the game.

Standings

1. Game Points: Teams will be awarded points in round-robin play according to the following:
 - Two points for a win
 - One point for a tie
 - Zero points for a loss
2. Forfeits: When a team forfeits a game for any reason, all games in the preliminary round for that team, played or not, will be officially recorded as a 3-0 loss for the purposes of determining tournament standings. A team forfeiting a game is not eligible to play any semi-final or championship games. It should be noted that the purpose of this rule is to absolutely discourage forfeits for any reason, as this causes another team to miss a tournament game. Entry fees will not be refunded to teams forfeiting any games.
3. Tournament Standings: Standings will be compiled by the tournament director and staff and posted at the facility. Teams will be ranked within their tournament division by the total number of points obtained. In the event of a tie, final standings will be determined by the following criteria:
 - Head-to-head competition - With 3 or more teams tied, all teams must have played each other and there must be an obvious winner. If not, we skip Head-to-Head and go to Most Wins
 - Most Wins
 - Goal differential (5 goal maximum differential for a single game) involving only the tied teams, if all tied teams have played one another
 - Goal differential (5 goal maximum differential for a single game) in all games
 - Fewest goals against in games involving only the tied teams
 - Fewest goals against in all games
 - Fewest Penalty Minutes
 - Coin Toss

Tie Games/Tie Breaking Procedures

1. Each team will receive one point for a round-robin game that is tied at the end of regulation play.
2. No overtime or shootout will be played.
3. If a semi-final or championship game ends in a tie the following tie-breaking procedure will be followed:
 - 5- minute sudden death overtime period (4 on 4, plus goalies)(Teams will switch ends)
 - Shootout (5 players/team - each player may only shoot once) - most goals wins
 - If the shootout ends in tie, a sudden death shootout until the winner is decided (each team must continue through their roster until all players have taken a shot. If the shoot-out is not decided, players will continue to shoot in the same order as their first shots.)

4. Additional Explanations for Tournament Standings Tie-Breakers:

- If multiple teams are tied, as we move down the list of tie-breakers, we will never move back to the top of the tie-breaker list. For example, if three teams are tied and head-to-head and most wins does not settle the tie, but goal differential between the tied teams decides a winner, ties between the remaining teams will be decided by moving down the list to goal differential between all teams, fewest goals against, etc.
 - Head-to-Head Tiebreakers: With three or more teams tied, it will be very unusual for the head-to head tie-breaker to apply. All tied teams must have played each other and there must be an "obvious winner" of the tiebreaker. One exception to this case is if three teams, Teams A, B and C are tied, and Team A has defeated both Team B and Team C, Team A would win the head-to-head tie-breaker whether Teams B and C have played each other, or not. If Teams B and C have played each other and are still tied, the team that won the head-to-head match-up between teams B and C will advance. If Teams B and C have not played each other, we would move to the goal differential tie-breaker.
- Goal Differential Between Tied Teams: If three or more teams are tied and if all of the tied teams have played one another and the Head-to-Head and Most Wins tie-breakers do not provide a winner, goal differential involving only games between the tied teams will apply. If Teams A, B, and C are tied and all have played each other and either the same or different other opponents, only the games between A and B, A and C and B and C will be used to calculate goal differential between the teams. The team with the greatest goal differential will advance. If all tied teams have not played each other, then the next tie-breaker, goal differential in all games will decide the winner.
- Fewest Goals Against Between Tied Teams: If three or more teams are tied and if all of the tied teams have played one another and the Head-to-Head, Most Wins and Goal Differential tie breakers do not provide a winner, fewest goals against involving only games between the tied teams will apply. If Teams A, B, and C are tied and all have played each other and either the same or different other opponents, only the games between A and B, A and C; and B and C will be used to calculate goals against for each team. The team with the fewest goals against will advance. If all tied teams have not played each other, then in the next tie-breaker, fewest goals against in all games will decide the winner.

