



SFYHA Squirt C Tournament

Rules & Regulations

REFEREES

USA Hockey registered referees will be used.

MEDICAL PERSONNEL

An Emergency Medical Technician (EMT) will be in attendance at all tournament games. The EMT will be a licensed health care professional or person who has successfully completed and maintained certification for programs conducted by the The American Red Cross or the American Heart Association for all of the following:

- Advanced First Aid
- Cardiopulmonary Resuscitation (CPR)
- Basic Life Support
- Qualified First Responder

USA HOCKEY/MINNESOTA HOCKEY RULES

All games will be played according to the USA Hockey rules as modified by MN Hockey for all the classifications involved and the exceptions as listed in the Appendix.

EQUIPMENT

All players must wear HECC or CAHA approved helmets, facemasks, neck guards and have mouth guards with appropriate chinstraps in place. Goalies must wear approved goalie gear.

RELEASE OF LIABILITY

The tournament, its officials, arena facilities, and all personnel connected with the tournament shall not be held liable or responsible for any injuries, losses, or damages that may be suffered by a player, coach, manager, or spectator during the tournament. Participation in the tournament will constitute acceptance of these terms.

INJURIES

If an EMT is required to go on the ice to attend an injury, the clock will be stopped. In the event of an extended injury, tournament officials reserve the right to shorten the following periods to a minimum of 10 minutes. Overtime, if necessary, will be played normally. Subsequent game starting times are subject to delay due to extended injuries.

ROSTERS

Each team may have a maximum of 20 players on their roster; 18 players and 2 goaltenders. Only players on the official roster submitted before the tournament can be present on the bench. An official roster must be given to the tournament director at least 30 days before the start of the tournament.

POOL PLAY TOURNAMENT

- 4 teams, 4-game guarantee
- Round robin format (each team plays all others once)
- Top two teams advance to Championship; remaining two play for 3rd place

GAME RULES

PLAYER PROTESTS

Any protest of an individual player must take place before the start of the game and be presented to the tournament committee for a ruling. The tournament committee has the final word on all disputes.

TIME OUTS

There will be one (1) minute time out allowed for each team per game, including overtime.

PENALTIES

- Penalties will be assessed according to the USA Hockey rulebook.
- Minor penalties will be 1:30.

EARLY TERMINATION OF GAMES

The tournament officials reserve the right to terminate any game at any time after consulting with the referees. A verbal warning will be given to both benches before a game is terminated. In the event a game is terminated, the winner will be determined by:

- If one team complies with the warning and the other does not, the team complying will be declared the winner.
- If neither team complies with the warning, the score will determine the winner. If the score is tied, a coin toss will determine the winner. The home team will call the coin toss.

EXCESSIVE LEAD RULE

A five (5) goal lead any time during the third period will result in running time after the following puck drop. A three (3) goal lead will need to be established before stop time is resumed.

- Stop time resumes when the three (3) goal lead goal is scored.
- In the case of an injury or penalty, the clock will be stopped if the referee enters the scorekeeper's circle and starts on the drop of the puck.

TIE BREAKERS

- CHAMPIONSHIP GAME: If the game ends with each team having an equal amount of points, there will be one 5-minute "sudden death" OT period (no timeouts during OT) and will continue until one team wins.
- CONSOLATION GAME: If the game ends with each team having an equal amount of points, there will be one 5-minute "sudden death" OT period (no timeouts during OT) and will continue until one team wins.

ALL DECISIONS MADE BY THE REFEREES AND TOURNAMENT OFFICIALS ARE FINAL

Roster, Coach and Player Rules

CHECK-IN

Team should check-in at least 60 minutes prior to their first game. All teams must be prepared to present their team credentials, which may include:

- USA Hockey official player roster, bearing the signatures of all players, coaches, and managers; and displaying the stamp of the respective Minnesota Hockey District Director.
- Approval letter from the Minnesota District Registrar for any player that is playing in a younger age group than is implicit based on the player's birth date.
- All team and players information required by Minnesota Hockey registration will be reviewed when the team is registered in the tournament and the Rosters delivered. This team and player information must be in possession of the team during the entire tournament, in case of a challenge.

PERSONNEL

- Only certified coaches are allowed on the bench. Each coach must have this verification readily available for inspection during tournament play.
- The Head Coach for each team will sign the official game scorebook prior to the start of the game.
- No more than 4 coaches will be allowed in the player's bench at any time. All players on the bench, including players not dressed to play in the game, must wear a helmet, facemask, and a team jersey.

LOCKER ROOMS

Locker rooms at East Bethel Ice Arena must always remain locked when not in use. Players are not allowed in the locker room without a SafeSport certified adult. The team manager/head coach will receive a code to the lock box, where each locker room key is stored. Cell phones and/or any photographic enabled devices are not allowed in the locker room. Any damage to the locker room will be the team's responsibility. Locker rooms will be patrolled and checked after each game. Please pick up after your team.

JERSEY COLORS

The **HOME** team will wear light jerseys and **AWAY** team will wear dark jerseys. Teams listed on the left side of the tournament schedule will be the home team.

APPENDIX

- A 4-minute warm up will precede each game, starting when the officials step on the ice.
- Each period will consist of 13-minute stop-time.
- One minute intermission between periods.
- Resurfacing will be done at the end of each game for all games.
- Teams must be available to start any scheduled game fifteen (15) minutes early.
- No refunds will be issued under any circumstances once teams are confirmed as being accepted in the tournament. This includes tournaments being cancelled due to inclement weather or illness.
- All tournaments are USA Hockey sanctioned and use USA Hockey Rules as adopted by Minnesota Hockey.

TOURNAMENT CONTACTS

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