



49th HOPKINS RASPBERRY JAM TOURNAMENT

Medical Personnel: A Certified Athletic Trainer or EMT will be present at all games. In the event of an injury, the trainer will attend to the player(s) involved. A coach may NOT go out on the ice unless invited by the trainer or referee.

Operating Rules: All games will be played under all rules and guidelines provided by [USA Hockey](#) and [Minnesota Hockey](#) and [D3 rules/regs](#). Final rules will be given to coaches and managers at check-in.

Canadian Teams: Canadian teams must wear protective equipment as designated by CAHA.

Warm-ups: All games will have a four-minute warm-up.

Neck Guards & Ear Pieces: Neck guards are required and must be worn during all tournament games. Any player not wearing a neck guard will be asked to leave the ice and can return once worn. Plastic ear pieces must be attached and worn at all times.

Locker Room Monitors: Locker room monitors must be present inside locker rooms at all times when more than two players are present. Players will not be allowed into a locker room until a locker room monitor is present. Team Manager will email Tournament Director the name and contact information of each SafeSport & background checked LR Monitor 2 weeks prior to the tournament.

CROSS-POOL PLAY

Each team will be awarded one 1-minute time-outs and no overtime during the pool play. In the event of a team forfeit, score will be posted 1-0. Scoring: Win = 2 points -- Tie = 1 point -- Loss = 0 points

Pools: There will be two pools (Jam Pool & Jelly Pool), each consisting of 3 teams. Cross-pool play for the initial 3-games.

CHAMPIONSHIP/PLAYOFF ROUND

Playoff formats are subject to change—reflective by the number of registered teams at

any given level. After cross-pool play, teams will be ranked 1-6 **based on total points**. When there is a tie, head to head is the first tie-breaker, then goal-differential. The rankings will be used to seed the playoff round with 1v2 for championship, 3v4 for 3rd, and 5v6 for 5th place. The higher seeded team for each playoff-round game will be the home team for the playoff game. **If you win your pool that doesn't automatically mean you will play championship.**

TIE-BREAKERS

If, after Pool Play, teams are tied in points, the rankings will be resolved by the following criteria:

- **Head to Head**
- **Goal differential.** The team with the higher goal differential (the team with the higher number of goals scored minus goals allowed) wins the tiebreaker. A maximum goal differential of 7 goals per game are allowed. If the teams are still tied:
 - **Least goals allowed**
 - **Fewest Penalty Minutes**
 - **Coin Flip**

CHAMPIONSHIP/PLAYOFF OVERTIME

Tie games for Championship and 3rd place games will be decided in a 5 minute 4-on-4 overtime. If still tied, a 5-player 3 round shoot-out will follow. Teams will not switch ends. Each team will alternate attempts. The home team has the option of going first or second, but must maintain order for the remainder of the shootout. The team that outscores their opponent will be the winner. If the game is still tied after 3 rounds, a sudden death shootout will occur. During sudden death rounds, each team will have one shot to outscore the other team. Teams cannot use the same player in the sudden death shootout as was used in the first 5-player shootout, or until every player on the team has performed in the shootout. Coaches may change goalies at their discretion during the shootout. If a player is in the penalty box at the end of the overtime period, that player will be ineligible for the shootout.

Game Times: Games will be 12 minutes stop time for all three periods for all Squirt levels and PeeWee B/C levels. PeeWee A and Bantam B/C will have 15 minutes stop time and Bantam A games will be 15 minute stop time with an ice cut in between the second and third periods. If a team has a 5-goal lead at any time after the first period, the game clock will be running time. Once started, running time will remain as long as the deficit remains no less than five goals. Should a lead drop below the 5-goal threshold, the game clock will revert to stop time. Each team will be allowed a single 1

minute time-out during each game. Ice will be resurfaced after each game. If tournament is running behind in time, Tournament Director has the authority to eliminate Zamboni resurface.

Team: A maximum of 20 Players may be rostered and suited for each game. No more than 4 adults (coaches) with the appropriate USA Hockey Certification will be allowed on the bench during the game. Any players or other personnel on the bench less than 18 years of age must wear an approved helmet at all times. A team roster must be furnished to the tournament headquarters at least 30 minutes prior to the first game. No additions may be made to this roster.

Penalties: Except as noted, penalty times will be assessed according to the USA Hockey rulebook. All minor penalties will follow current District 3 rules. Game misconducts: immediate removal from the game with an automatic minimum next game suspension. Per D3 rules, once a player has received 3 penalties, they will be removed from the game, to avoid any chance of receiving a fourth penalty, which would incur a one-game suspension. In the instance that a player has 2 penalties and he subsequently receives a 2 & 10, they will incur one-game suspension (plus removal from the game they're playing in), per USAH rules. A head coach will receive a one-game suspension when a team accumulates 12 penalties during a game. The suspension shall be enforced the following game.

If a player is ejected from a game there must be at least two adults consisting either of locker room monitors or coaches in the locker room with the suspended player. If there is a break and players go to the locker room without coaches, a locker room monitor must be inside the locker room.

| Level | Ice Time Length | Period Length | # Of Officials | 3-Penalty Rule | Minor Penalties | Major/ Misconducts |
|--------------------|--|-------------------------------|----------------|----------------|-----------------|--------------------|
| Bantam A | 90 minutes. resurface between 2 nd /3 rd | 3 - 15 minute stop periods | 3 | Yes | 2:00 minutes | 5/10 |
| Bantam B, C | 75 minutes. No resurface | 3 - 15 minute stop periods | 2 | Yes | 2:00 minutes | 5/10 |

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|----------------------------|-----------------------------|-------------------------------|---|-----|--------------|------|
| Pee Wee A | 75 minutes. No resurface | 3 - 15 minute stop periods | 2 | Yes | 1:30 minutes | 5/10 |
| Pee Wee B, C | 60 minutes. No resurface | 3 - 12 minute stop periods | 2 | Yes | 1:00 minutes | 5/10 |
| Squirt* A, B, C | 60 minutes. No resurface | 3 - 12 minute stop periods | 2 | Yes | 1:00 minutes | 5/10 |

FIGHTING: Major penalty plus game misconduct and removal from tournament.

FAN REMOVAL: The Hopkins Youth Hockey Association is a staunch supporter of all officials, on-ice and off-ice. No abuse of youth hockey officials will be tolerated during the Hopkins Youth Hockey Association Raspberry Jam Tournament. Should an on-ice official find cause to remove a fan from any of our participating arenas during the tournament, the offending fan's team will receive a minor penalty.

Tournament Management: The Tournament Director has the final authority to make any changes to format or decisions necessary to assure the Tournament is played within a reasonable amount of time. **Games may start up to 15 minutes early, team needs to be ready to play 15-minutes before posted game time.**

Disputes: Referees have the final decision-making power for all on-ice disputes. The Tournament Director has the final say on all other disputes.