

Thunderbird Youth Hockey Tournament Rules

USA Hockey Official Rules of Play will govern all play, except as follows:

1. The Tournament Director shall be in charge of all matters pertaining to conducting games, including, but not limited to, the conduct of spectators and shall act as the final arbitrator for all disputes or protests.
Note: Rule #2 applies to all on-ice decisions.
2. The decision of on-ice officials is final. We adhere to the USA Hockey Zero Tolerance Policy.
3. ALL teams (players and coaches) must be properly registered with USA Hockey and all players must be registered members of their respective teams. Each team will be required to provide the Tournament Director, prior to the first game and at any time when requested, the following items: Annotation of Birth Facts documentation for each player and USA Hockey Team Roster Registration. (Note: Players who are listed as "verified" on an approved USA Hockey Team Roster are not required to supply Annotation of Birth Facts documentation.)
4. Air horns, whistles, and any other noise devices that may interfere with on-ice game action are not permitted within the arena.
5. Pre-game warm up: 3 minutes - Player introductions (starting line up only) may be adjusted or eliminated entirely if necessary to keep games on or ahead of schedule.
6. Periods: 12-minute stop time (Squirt); 15 minute stop time (Peewee and Bantam) – except when running time (mercy rule) applies. Ice is resurfaced after each game for Squirt and Peewee games and every two periods for Bantam games.
7. Time Outs: (1) One minute time out per game
8. Penalties: (Squirts) = Minor (1 minute), Major (3.0 minutes), Misconduct (6.0 minutes) (Peewees and Bantams) = Minor (1.5 minutes), Major (4.0 minutes), Misconduct (8.0 minutes).
9. Running Time (Mercy Rule): At any point in any game – if a six-goal lead is established, the game will go to running time. The clock shall "run" at all times as long as a six-goal lead is maintained, except for injuries (as determined by the on-ice officials).
10. Game Times: Teams may be required and must be prepared to start games up to fifteen (15) minutes ahead of the game start times printed on any tournament information (no grace period).
11. Tie Games: All games tied at the end of regulation will be decided first by a three-minute sudden victory overtime period. If still tied after the overtime, the game will be decided by a three-player shootout. If still tied, the shootout will continue with one additional player per team, until a winner is decided. NO player can shoot a second time until all players (excluding goalies) on the team with the fewest number of skaters suited for the game and eligible for the shootout have taken a shot. Note: Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
12. Tie Breakers (overall point total):
 - a. Head to Head competition, if applicable
 - b. Goals allowed no more than 6 per game will be counted
 - c. Goals scored no more than 6 per game will be counted
 - d. Least penalty minutes
 - e. Coin toss

Note: Team Reps/Managers are responsible to ensure tournament rules have been reviewed with team coaches. Tournament rules are posted in the rink lobby and at the score table.