



## **Riders Challenge Cup Series**

### **Rules and Expectations**

The game to game, in-game, and check-in tables here in Cedar Rapids are run by volunteers. These volunteers that are taking time off from work, coming from other age groups other than the current tournament's, and are here instead of being home with their families. We request that, at all times, we understand that and we treat each other with respect and the tournament will be a great one for all involved. In conjunction, if any of our RRHC volunteers don't reciprocate this request please do not hesitate to bring it to our on-site tournament director.

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### **Riders Challenge Cup Series is a Stay-to-Play Tournament**

Teams staying overnight at Rider's Challenge Cup Tournaments or events are required to book their hotel accommodations through RRHC's official housing provider(s). Failure to comply with this requirement may lead to revocation of a team's acceptance in the tournament. It is a 'Stay-to-Play' tournament for teams outside the 'day-trip area', as stated in our rules and tournament website. Any reservations booked through a third party provider (i.e. hotels.com, Expedia, Hotwire, etc.), booked directly with the property, or through any method other than through Cedar Rapids Tourism (CRT), will NOT fulfill the housing requirement.

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### **Riders Challenge Cup Series Reserves the Right to Change Teams'**

#### **Divisions**

Our tournaments host teams from all over the Midwest and further. "A" in one state may not be equivalent to "A" in another state. A "B" team in October may not be a "B" team in January. We do our best to keep games as competitive as possible!

In order to have the closest games possible, we maintain the right to move teams from their registered divisions.

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## **General Rules & Expectations**

- Pucks will not be provided for warm-ups, but a coach or manager can check out a bucket from the check-in table. To be returned after each game.
  - Teams must provide USAH rosters before deadline.
  - Teams must check in at the Tournament Registration Table at minimum 45 minutes prior to the start of their first game. Each team must provide a copy of their certified USA HOCKEY roster and 4 roster stickers per game played during the tournament. We recommend bringing at least 20.
  - All games will be played in accordance with USA Hockey playing rules.
  - Teams will be responsible for any damages or littering to locker rooms or any other arena facilities.
  - Teams are responsible for providing a parent volunteer to run their penalty box.
  - Home team will wear light colors and visitors will wear contrasting colors.
  - If games are ahead of schedule, teams may be called up to 20 minutes early and must be ready to play.
  - The tournament director has the authority to switch to run time or change the ice-resurfacing schedule to best accommodate the overall tournament schedule.
  - No protests will be allowed.
  - All players are required to wear complete equipment. Helmets must be worn at all times on the bench and ice.
  - Spectators are encouraged to enjoy the game and cheer their team on but remember to refrain from any profanity, abusive or obscene language or gestures directed to any spectator, player, official or coach. **No noisemakers of any kind.** Violators may be asked to leave the Arena for the remainder of the tournament.
  - ZERO TOLERANCE RULES WILL BE ENFORCED
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## **10U-19U Round Robin / Bracket Event Rules**

- 3 – 12-minute stop time periods (10U/12U)
- 12 mins / 12 mins / 15 mins stop time (14U)
- 3 - 17-minute stop time periods (16U/19U)
- 3-minute warm up period
- 1:00 minute break between periods
- If a team is ahead by 5 goals, running time will begin. Running time will continue until the goal differential is down to 3.
- Each team is permitted 1, one-minute time-out per game

- The Referee(s) is in charge of the game and the ice arena. The Referee(s) decisions are final. There are NO protests. The game is completed and certified with the Referee(s) signature on the score sheet.
- Players are allowed 4 penalties per game. Upon receiving a 4th penalty, the player will receive a game misconduct per USAH playing rules.
- USA Hockey rules will be used when assessing penalties.
- Game Misconduct Penalties: The player or coach assessed this penalty will serve the required suspension(s). If that team has a tournament game left to play, that game will be considered their next scheduled game.
- Match Penalties: Any player or coach assessed this penalty will be suspended from further tournament play.
- Overtime – There will be no overtime for Pool Play games.
- Scoring Format for Round Robin games (maximum 6 goal differential will be counted):
  - 2 points for win
  - 1 point for tie
  - 0 points for loss
  - Penalty scoring: For purpose of scoring penalties, penalties will be rounded up. For example, if a team has 4.5 PIM ( Three 1.5 minute penalties), it will be scored as 5 PIMs.
- Tie Breaker for teams with identical point totals after Round Robin
- Head to Head Competition (if a 3 way tie this tie breaker is skipped)
  - Most Wins
  - Goal differential
  - Goals for
  - Goals against
  - Fewest total penalty mins
  - Coin Flip
- Tie Breaker for finals games (if applicable)
  - 5-minute runtime 4-on-4 sudden death overtime (penalty time stops)
  - 3 player shootout (players serving a penalty at end of OT are ineligible)
  - Sudden death shootout (start with new players from 3 player shootout, all players except goalies must shoot before someone repeats)

#### Damage to Facilities:

- The Head Coach, or one of their assistants if they are not available, is totally responsible for the locker room. This responsibility CANNOT be delegated to a parent volunteer or any other individual that is not an assistant coach on the team. Should any player or team willfully damage any property in the facility, all costs for repair or replacement shall be paid by the team concerned. Arrangements for restitution shall be made immediately with the rink management. Any profanity or abusive behavior towards rink personnel will result in ejection from the rink and the tournament.

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# Rider Cup – 8U & 6U (Mites)

## General Jamboree Format and Rules:

- USA Hockey ADM rules regarding 8-Under will apply. Cross ice games with boards, not border patrols.
- All players, coaches, and managers must be registered with USA Hockey for the current season to be eligible for Jamboree. This will be following registration.
- The Jamboree committee will enforce the USA Hockey zero tolerance policy for spectators, parents, coaches and players. Anyone who violates these principles will be removed from the tournament.
- Protests will not be allowed for any reason. The intent of this jamboree is to promote good sportsmanship and fun.
- Travel permits will be required and checked for all teams from an affiliate requiring travel permits (all non-US teams).
- We recommend bringing both home and away jerseys if available.
- Score will be kept, maximum of 6 goal deficit.

## Game Format:

- Half ice games are played 4 vs. 4 with goalies
- When possible, teams should bring a light and dark jersey option. Home teams will wear light colored jerseys.
- Coach/Manager must have the team ready to start on time.
- Warm Up & Game pucks will be provided at the buzzer table.
- Two half-ice games will be played at one time. Games will start at the same time.
- Ice will not be resurfaced after every game; please check the schedule for resurfacing times.
- Line changes will be signaled by the buzzer every two minutes. Upon buzzer sounding, players exiting the ice must not touch the puck. Entering players will have a faceoff in the middle of the ice.
- No stoppage of play after a goal, the scoring team must retreat to the vicinity of their net and cannot pressure until the attacking team reaches mid-ice.
- If the puck leaves the playing area the ref will drop the puck where the last puck exited and play will resume.
- There are no icing or offside rules.
- Normal body contact as allowed for the 8U age group, no deliberate checking allowed.
- No penalty shots will be awarded for penalties; all penalties will result in the penalized team retreating to their goal area, the puck will be given to the other team. Play resumes upon ref signal.

- If the ref feels a penalty was a deliberate act, the penalized player may be required to sit out or in the case of a reckless act, may be removed from the game.
- Game times
  - Warm up- 3 minutes
  - 1st period- 12 minutes
  - Rest 1 minute
  - 2nd period- 12 minutes
  - Rest 1 minute
  - 3rd period- 12 minutes
- OverTime Rules
  - There will be no overtime for pool play games, games will end in a tie.
  - For playoff games, overtime will consist of a 5 round shootout to determine the winner.
  - After 5 rounds, if no team has won, you will add 1 round until a winner is named.
  - No player can shoot twice until all players on the team have shot.
- Handshakes will take place at the end of each game. New teams will enter ice during the handshake for their warm up session.
- No timeouts are permitted.
- RRHC has the authority to remove any and all coaches, players, and fans who become unruly, exhibit unsportsmanship behavior, threaten to fight or engage in fighting. The person(s) will be removed from the premises and will not be allowed to reenter.



