



Tournament Rules & Registration

2025 Brick City Classic Hockey Tournament

November 28 - 30, 2025

OVERVIEW:

- All games will be played under USA Hockey Rules, as modified by Minnesota Hockey, District 6 and the Chaska Chanhassen Hockey Association (CCHA).
- USA Hockey certified officials will be used for all games.
- Certified medical attendants will be provided for each game and carry their own insurance.
- Each team must be registered with USA Hockey or Canadian Amateur Hockey Association (CAHA)
- Each team must provide the tournament committee with proof of such registration, including individual team members prior to participation in the first game.
- Canadian teams must provide travel permits.
- Canadian teams must wear protective equipment as designated by CAHA.
- District 6 teams must play by District 6 rules.

ROSTERS:

- A maximum of twenty players may be on the tournament roster and dressed for any game. **No more than four adults** representing the coaching staff, with the appropriate USA Hockey Certification, may occupy each team's bench at any time during the tournament.
- Each team will confirm the starting line-up to the official scorekeeper at least 15-minutes prior to the start of each game.
- Roster, once submitted, is final.
- Injured skaters may not be replaced by a non-rostered player. Injured goalies may be replaced by another goalie using their district's applicable Substitute Goalie Request / Approval form.
- No player may play on more than one team in the tournament regardless of registration.

EQUIPMENT:

- Protective equipment must be worn as required by Minnesota Hockey rules.
- Players not wearing proper equipment will not be allowed to play.
- Canadian teams must wear protective equipment as designated by CAHA.
- All MN District 6 teams must wear neck guards and mouth guards. Their mouth guard must be attached to their mask.
- A player not dressed for the game, but on the bench, is **REQUIRED** to wear their jersey and helmet with a face mask.
- **DISTRICT 6 TEAMS MUST PLAY BY DISTRICT 6 RULES.**

TEAM REGISTRATION & REPORT TIME:

- Team manager(s) or designated representative must check in 45-60 minutes before their first scheduled game and 30-45-minutes before all succeeding scheduled games. One representative is needed to register your team.
- Teams will receive their locker room assignments and team managers/coaches will verify rosters for each game.
- **Games may start up to 15 minutes early if ahead of schedule.**
- Teams must be ready to start up to 15 minutes prior to their scheduled game time and/or as the referee calls the players to enter the ice. If not ready as scheduled, the team may be assessed a two-minute penalty for delay of game.

CERTIFICATION & LIABILITY:

- Each team shall provide its own insurance coverage and must provide proof of coverage at the time of tournament check-in for your first game. US-based teams are covered by insurance from USA Hockey.
- A copy of your officially certified stamped roster by your District Director or Associate Registrar must be on file or provided at the time of check-in before your first game.
- All rosters must be verified by coaches/managers before the start of each game.
- The tournament, its officials, the arena facilities, and all personnel connected with it shall not be held liable for any injuries sustained to players and/or spectators during the tournament.



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HOME TEAM & GENERAL INFORMATION:

- The team listed second will be the home team and will wear their light-colored jerseys.
- Game and warmup pucks will be provided.
- Electronic scoring will be used.

TOURNAMENT VOLUNTEERS:

- CCHA will provide tournament volunteer(s) to keep score and run the scoreboard.
- Each team is asked to provide their own penalty box attendant.
- Only these officials, along with Referees, Medical Staff and Brick City Committee Members will be allowed in the scorer's box and penalty box areas.

GAME TIME:

- 4-minute warm-up for each game.
- 12-minute stop time for 3 periods.
- 1-minute rest-time between periods.
- For all games, the ice will be resurfaced before each game. However, the Tournament Director shall have the discretion to modify the resurface schedule as time and/or conditions warrant.
- There will be no overtime for games during pool play.

RUNNING TIME:

- Running time will be used whenever a **goal differential of SIX goals occurs any time AFTER the second period.**
- If the goal differential becomes less than six goals, stop time will begin again.
- During the running time, the clock will stop for injuries, rink problems and at the discretion of the referee.

TIME-OUTS:

- Each team will be allowed **ONE** 30-second time-out per game.

PENALTIES:

- Penalty times are as follows:
 - Minor Penalty: 1 minute
 - Major Penalty: 5 minutes
 - Misconduct: 10 minutes
- Only minor and major penalties will be displayed on the scoreboard.
- Any player that receives four penalties during the play of any game, the player will be ejected from further play for the duration of that game and will receive a Game Misconduct
 - Minnesota Hockey and District 6 rules will dictate suspensions from game misconducts and match penalties.
- Any team that receives 12 penalties in a game will have their coach receive a game misconduct.
 - Minnesota Hockey and District 6 rules will dictate suspensions from game misconducts and match penalties.
- Checking from behind, Boarding, Charging and Head Contact carry a minimum of a 1-minute minor plus a misconduct penalty, or a 5-minute major plus a game misconduct penalty.
- A fighting penalty is an automatic 3 game suspension with no exceptions.
 - If a player is removed from the ice for a fight in a game the player gets a game misconduct for that game and then misses their next 3 games.
- COACH REMOVED FROM GAME FOR ABUSE OF OFFICIALS (GAME MISCONDUCT)
 - 3 game suspension for first offense
 - 30-day suspension and fined \$500.00 for second offense
 - 1 year suspension and fined \$2500.00 for third offense



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POOL PLAY:

- The tournament will consist of two pools of five teams (Pool A and Pool B), per level.
- Each team will play three games during pool play.
- After pool play, teams will be ranked 1 through 10 based on total points earned.
- **Scoring System**
 - Win: 6 points
 - Tie: 3 points
 - Loss: 0 points
- **Ranking and Tiebreakers**
 - If two or more teams are tied in points, the following tiebreakers will be applied in order:
 - Head-to-head result (if applicable)
 - Total goal differential (goals for minus goals against)
 - Fewest goals allowed
 - Most goals scored
 - Coin toss (by tournament director)
 - In the case of a 3-way-tie, if one of the teams is eliminated (i.e., Team A has goal diff. of +5, Team B has goal diff. of +5 and team C has goal diff. of +3) then the other teams (Team A and Team B) will restart the process at step 1.

BRACKET PLAY:

- After pool play, the top 4 teams overall advance to the semi-finals.
 - Semi-Final 1: Seed #1 vs. Seed #4
 - Semi-Final 2: Seed #2 vs. Seed #3
- Winners of the semi-finals advance to the Championship game
- Losers of the semi-finals play in the Third Place game
- The remaining six teams will play in friendly consolation games as follows:
 - #10 vs. #9
 - #8 vs. #7
 - #6 vs. #5
- If a team is forced to forfeit for COVID-19 or any other reason, their opponent will be awarded a 3-0 victory for pool play standings.
- In the event of a tied score at the end of regulation play, the following procedure will be used to determine the winner:
 - A one-minute rest time will be taken after regulation play and prior to the start of the first overtime period.
 - The first overtime period will consist of a 5-minute running time sudden death format with four on four and one goalie per team.
- If no goal is scored after the first overtime period, a one-minute rest time will be taken before the shootout. Each team will field five players that will shoot against the opposing team's goalie. The team that scores the most goals during the shoot-out will be the winner. Each team will alternate players. The home team has the option of shooting first or second.
- If the game is still tied, a sudden death shoot-out with one different player is used until a winner is determined. **Each team gets an equal number of shooters.** In the instance that all players on a team have been used in the shoot-out process, that team may re-use the player and go through the roster once again. The home team has the option of shooting first or second.

MISC:

- Only Medical Trainer/Attendants, Players, Officials, Coaches & Brick City Committee Members are allowed on the ice before, during and after the games. No parents or spectators are allowed on the ice or in the bench area for any reason, especially for pictures during awards after the game. Team Managers may be allowed to take team photographs after the trophy game from the bench area.
- Improper behavior by anyone in the arena including players, coaches, parents, or spectators will result in immediate removal from the arena and/or tournament. Please direct all tournament and/or officiating complaints to Tournament Officials.
- The Tournament Director(s) have final say in all disputes.



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COVID-19 RULES:

Subject to change based on Local, State and Federal Guidance

- Currently, Minnesota Hockey has no separate requirements relating to COVID-19. Minnesota Hockey's most recent COVID-19 statement, dated September 10, 2021, can be found here: https://www.minnesotahockey.org/news_article/show/1182880
- Coaches and players with any risk factors or illnesses should not participate in any on-ice or off-ice Brick City Classic activity. Any player, coach, parent, or spectator exhibiting any symptoms or signs of an illness should NOT be in the arena(s) at any point.
- Victoria Recreation Center (VRC) and Chaska Community Center (CCC) are committed to providing a safe and clean environment for those who enter and use their rinks. While there is no statewide mandate for masks to be worn inside hockey arenas, all participants and spectators should abide by any protocols and requirements implemented by all local arenas. This includes rules relating to masking, social distancing, use of locker rooms, etc. There are currently no new COVID-related rules at VRC or CCC.
- If a team is forced to forfeit for COVID-19 or any other reason, their opponent will be awarded a 1-0 victory for pool play standings.
- Brick City Tournament Team will provide updated VRC or CCC rules if they change prior to the start of the tournament