



SHAKOPEE PRIOR LAKE 12U TOURNAMENT RULES & GUIDELINES

GENERAL PROVISIONS

- All games will be played under USA Hockey Rules as modified by Minnesota Hockey.
- USA Hockey-certified officials will be used for all games.
- Certified Medical Attendants will be provided for each game.
- Medical Trainers/Attendants will carry their own insurance.
- Neck Guards: THIS IS MANDATORY FOR ALL PLAYERS IN ALL DISTRICTS
 - Properly fitted, hockey-designed neck/throat protection is required for all players, including goaltenders. Non-compliance with this rule is a 10-minute misconduct penalty. Neck/throat protection must be worn for ALL games, scrimmages, and practices.
- Mouth Guards: THIS WILL BE STRICTLY ENFORCED. MAXIMUM OF ONE WARNING ONLY.
 - All players, including goaltenders, are required to wear a colored (non-clear) mouthpiece, which covers all the remaining teeth of one jaw. D6 teams must have tethered mouthguards. Non-compliance with this rule is a 10-minute misconduct penalty for a player's first offense in a game and a game misconduct for the player's second offense in a game.

ROSTERS/COACHES

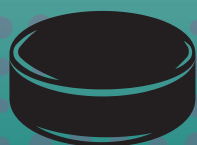
- Each team may roster and dress up to twenty players for each game. No more than four coaches with appropriate USA Hockey certification on the bench. A game starting roster must be furnished to the scorekeeper twenty (20) minutes prior to game time.
- Electronic Scoresheets are used for every game; roster codes are needed prior to the start of the tournament
- A USA Hockey-certified team roster must be submitted to credential personnel and approved at registration check-in. Roster, once submitted, is final. No player may play on more than one team in the tournament, regardless of registration (this includes a spare goaltender).

GAME FORMAT

- 3-minute warm-up to start each game
- Each game will consist of three (3) fifteen (15) minute stop time periods.
- The ice will be resurfaced before each game.
- A goal differential of five (5) goals or more in the 2nd or 3rd period will generate a running clock. If the differential becomes four (4) goals or less, stop time will resume.
- Time-outs in Bracket Round Only, no time-outs in pool play

PENALITIES AND MISCONDUCT

- Penalties:
 - Minor – 2 minutes
 - Major – 5 minutes + Game Misconduct
 - Misconduct – 10 minutes
 - 2-minute Minor & 10-minute Misconduct for Checking from Behind, Boarding, Charging, or Head Contact
 - 5-minute Major & Game Misconduct for Checking from Behind, Boarding, Charging, Head Contact, Head first into the Boards or Goal Frame, and/or Injury
 - Fighting: Game Misconduct & 5-minute Major; Player out for the remainder of the game and the next 3 games per MN Hockey Rule
- Any abusive language or conduct toward game officials by players, coaches, or managers will result in the application of USA Hockey rule 601. If occurring after the game, the player will be out for the entire next game.
- Should a player receive a total of 4 penalties during the play of any game, the player will receive a game misconduct per USA Hockey Rules
- 3 PENALTY TOURNAMENT RULE: If any player receives 3 penalties, they will be removed for the remainder of that game
- COACH REMOVED FROM GAME FOR ABUSE OF OFFICIALS (GAME MISCONDUCT-D6 RULES):
 - 3 game suspension for first offense (WILL carry on outside of tournament if necessary)
 - 30-day suspension and fined \$500.00 for the second offense
 - 1 year suspension and fineid \$2500.00 for the third offense
- Zero tolerance policy will be enforced for all spectators, players, and coaches.



TOURNAMENT FORMAT

- Pool Play followed final games based on pool play rankings
- Points awarded during Pool Play:
 - 3 points for a win
 - 2 points for a tie
 - 1 point for a shutout win
 - 0 points for a loss
- The Sunday games will be based on how the pool play rankings end up. Please see the schedule for more details.
- Tie Breaker Rules following pool play are as follows:
 - Two Teams Tied:
 - The winner of the head-to-head game.
 - If still tied, the team with the highest total goal differential.
 - If still tied, the fewest goals allowed.
 - If still tied, the team with the lowest total penalty minutes
 - Coin toss by tournament officials in the presence of one coach or manager from each team.
 - Three Teams Tied:
 - Team with the highest total goal differential
 - If still tied, the fewest goals allowed.
 - If still tied, the team with the lowest total penalty minutes
 - Coin toss by tournament officials in the presence of one coach or manager from each team.
- Overtime will be used during Championship Round games ONLY, using the following format:
 - There will be a one-minute rest period before the beginning of overtime.
 - One overtime will be conducted (4 v 4) with a 5-minute running time, sudden-victory basis.
 - If no team has scored after the overtime period, a three-player shootout will determine the winner of the game.
 - If the game is still tied after the initial three-player shootout, the second and ensuing rounds of the shootout will be sudden victory. Teams must exhaust all players on their roster (excluding goalies) before repeating any shooter. Penalized players at the end of overtime are not eligible for the shootout.

ATTENTION COACHES:

- The ice time available for each game is one hour and fifteen minutes. These guidelines will be followed to keep the games on schedule:
 - Warm-ups:
 - Be ready to go on the ice TWENTY (20) minutes before your designated game time. GAMES MAY START UP TO FIFTEEN (15) MINUTES EARLY. You will start no sooner than that.
 - Only three (3) minutes will be allowed for the warm-up. This time begins when the first team steps onto the ice. This rule will be strictly observed. Pucks will be provided
 - No pucks will be allowed on the ice after this warm-up or between periods, except for an injury to a goaltender or if the team uses its timeout to warm-up a replacement goaltender in bracket play, with 4 pucks
 - Ice Resurfacing:
 - The ice will be resurfaced before each game.
 - Length of periods:
 - Fifteen (15) minute stop time play
 - Running time after a 5-goal difference in the 2nd and/or 3rd period
 - Stop time if the lead goes down to 4 goals or less
 - One sixty (60) second timeout per team in the championship bracket only
 - Overtime – see above
 - Rest Periods:
 - One (1) minute between periods
 - One (1) minute before overtime (Championship bracket only)

NOTE:

ONE HOUR AND FIFTEEN MINUTE POOL PLAY GAME TIME WILL BE STRICTLY ENFORCED. NO MATTER THE CIRCUMSTANCES. OFFICIALS WILL NOT TOLERATE GAME DELAYS—OFFICIALS WILL ADDRESS SERIOUS PENALTIES WITH COACHES WHEN NECESSARY. AGAIN—NO GAME DELAYS WILL BE TOLERATED AND POOL PLAY GAME TIMES WILL BE STRICTLY ENFORCED AT ONE HOUR AND FIFTEEN MINUTES, NO EXCEPTIONS. GAMES WILL END SHORTLY ONCE ONE HOUR AND FIFTEEN MINUTES IS COMPLETED. ABSOLUTELY NO EXCEPTIONS OR SPECIAL CIRCUMSTANCES.



SPL Hockey Co-Op reserves the right to modify these rules in the event of an injury to a player, or any other unforeseen circumstances.



Your help in following these guidelines will be greatly appreciated!