



BISCUIT BATTLE

Shakopee Biscuit Battle Hockey Tournament Rules

1. All games will be played under USA Hockey rules as modified by Minnesota Hockey and the Tournament Committee. Only USA Hockey certified referees will be used for all games. Only medical trainers / attendants, players, officials, and coaches are allowed on the ice before, during, and after the game.
2. The Shakopee Youth Hockey Association and the Shakopee Ice Arena will not be responsible for any injuries or accidents.
3. A certified Emergency Medical Technician will attend each game. Medical Trainer / Attendants will carry their own insurance. Coaches, managers and others are not to help the injured players unless directed by the attending EMT.
4. A maximum of (20) twenty players may be on the roster and dressed by each team for each game. A maximum of (4) four adults (coaches) will be allowed in the players boxes. These adults must also be officially rostered and insured. A game roster must be furnished to the scorekeeper 30 minutes before the start of each game, indicating the starting lineup.
5. We will be using Game Sheet (iPad app) so we will not need roster stickers, but we need your rosters in a [Google Form](#) (name, number and position, make sure they include coaches as well) and we need them by January 10th. We will also need a USA hockey certified roster link as well, just so we can check them against their excel files. [Send Rosters to becky.benson@shakopeehockey.com](mailto:becky.benson@shakopeehockey.com)
6. Each team should be in their locker room 30 minutes prior to the starting time of each game, ready to come on the ice when the buzzer sounds.
7. All game times shall be as follows:

Junior Gold B/U16: (3) 15-minute stop-time periods (90 minutes)
8. If possible, Junior Gold B will resurface every (2) Periods.

* **NO time outs** will be available during Pool Play games.
** In the event a game is running behind schedule, it will be at the Tournament Coordinators discretion to have the 3rd period of that game be running time. During any game in the third period if a team is ahead by (6) or more goals, running time will be used until the margin is fewer than (6) goals, then stop time will be resumed.

9.Pool-play games, teams will be awarded:

Win = 2 Points; Tie = 1 Point; Loss= 0 Points

Pool tie-breakers will be determined as follows:

- a. Total Points in pool play
- b. Head-to-head
- d. Overall Goal differential
- e. Goals allowed
- f. Lowest Penalty minutes
- g. Coin Flip

Championship Bracket Seeding tie-breakers will be determined as follows:

- a. Pool Place (all 1st place Pool Teams will advance)
- b. Points
- c. Head to Head Goal Differential (for two teams tied in a pool)
- d. Goal Differential
- e. Goals Allowed
- f. Lowest Penalty Minutes
- G. Coin Flip

10. In the event of a tie game on Championship Day the following procedure will be followed:

- a. There will be a (1) minute rest period.
- b. The teams shall not change ends.
- c. One (5) minute stop time OT period shall be played with a four on four format.
- d. Any overtime period shall be considered part of the game, and all unexpired penalties will carry over to the overtime period.
- e. The game will terminate upon a goal being scored, with the scoring team declared the winner.

f. If the above-mentioned procedure does not break the tie, the teams shall use a shootout procedure. This will involve each team selecting three players who will alternate taking penalty shots. The visiting team will take the first shot. If after three players from both teams have completed this procedure and the tie has not been broken, teams will alternate single shooters until a winner has been declared (NHL style). Note: If a player had unexpired penalty minutes from the overtime period, that player is ineligible to participate in the shootout. All rostered and eligible players, not counting dressed goalies, must have a turn before any player can take a second shot.

11. On Championship Sunday games only, each team will be allowed one (1) – minute time out per game, including overtime, but not the shootout.

12. Penalties:

a. Referees will have final say in all penalty decisions.

b. (2) minutes – minor penalties

c. (2) & (10) minute misconduct for checking from behind, boarding, charging, head contact
d. (5) Minute Major & Game Misconduct for checking from behind, boarding, charging, head contact head first into the boards or goal frame and(or) injury

e. *If a player receives a second misconduct he will not be permitted to finish the tournament.

f. **Absolutely no fighting will be tolerated for any reason. Referees are instructed to eject any player who drops their stick, gloves or otherwise engages in fighting or deliberate action to injure, regardless of provocation, for the remainder of the tournament.

g. ***If a team receives (3) major penalties in a game, the head coach will be removed for the remainder of that game and the subsequent game.

h. Any abusive language or conduct directed to the game by the players, coaches, managers, parents or spectators will result in a (2) minute minor penalty plus a game misconduct. If occurring after the game the player(s), coach(es), manager(s), or spectator(s) will be out for the next game, including removal from the arena depending on the severity of the offense.

i. All decisions of the referees are final. Judgment calls by the referees cannot be challenged. No tournament official can overturn a decision by the referees.

13. All Minnesota District 6 teams must play by District 6 rules and wear the appropriate protective equipment. No exceptions.