



**2025 Wyoming Pronghorns 4th Annual Fall Frenzy
10U A & 12U AA Tournament Rules
October 24-26, 2025**

For all players, coaches, and spectators, there will be a **zero-tolerance** policy and USA Hockey Code of Conduct will be enforced. Please show respect to all coaches, players, spectators, and referees. We expect everyone in the building to behave and show great sportsmanship to all. The USA Hockey Code of Conduct can be found here; <https://www.usahockeyrulebook.com/page/show/1015129-codes-of-conduct>.

Parents are not allowed in the locker rooms or out in front of them. If a player needs assistance from a parent, they can exit the locker room and go get their assistance.

The 2025 Wyoming Pronghorn Fall Frenzy is a USA Hockey Sanctioned tournament; USA Hockey Rules will govern hockey play. All games will be officiated by USA Hockey-certified ice officials. Please refer to the USA Hockey's rules found here;
<https://www.usahockeyrulebook.com/page/show/1015030-home>.

All coaches and players must be on a USA Hockey approved roster. All USA Hockey rules and guidelines will apply to the tournament. Referees and tournament directors will have the final say.

1. **Home team will wear dark colors, away team will wear light.** If a team only has one color of jerseys, coaches or managers from that team need to notify the other team so changes can be made prior to the game.
2. The only persons allowed on the benches, during games, are the "2025-2026 USA Hockey Official Roster" players in team uniform and safety gear (helmet) and a maximum of four certified 2025-2026 USA Hockey registered coaches. All players and coaches must appear on a USA Hockey Official Roster or equivalent.
3. **Each team will need to provide a penalty box attendant.**
4. All games will have a 3-minute warm-up and 1-minute breaks between periods.
5. Games will have three 14-minute stop periods. At any time in the 3rd period the score differential is 5 goals or greater the clock will go to run time. If in the last two minutes the score becomes a 2-goal differential, the clock will go back to stop time. The clock will stop for goals and penalties during run time.
6. All Minor Penalties will be served for 1 minute at the 10U division, and 1:30 at the 12U division.

7. Teams will be allowed 1 one-minute time out per game.
8. There will be no ice resurfacing between periods, only between games.
9. Teams should be ready to start 15 minutes before their scheduled game time.
10. There will be no protests allowed on official's judgment calls. Only infractions of USA Hockey rules and tournament rules will be heard. Protests may be filed with the tournament director within 15 minutes of the conclusion of the game. A judgment will be decided within 90 minutes of the protest.
11. The Tournament Director is the final authority for the interpretation of any tournament rules, or grievances regarding players, team officials, or spectators.
12. Teams will be awarded three (3) points for a shutout, two (2) points for a win, and one (1) point for a tie. A tie is a tie during regular play, there will be no overtime play at that time. If a tie occurs in a championship or a consolation game there will be 5-minute sudden death overtime, followed by a 5-person shootout. If still a tie after the shootout it will be a sudden-death shootout and any player is allowed to shoot.

Tie-breaking criteria will be based on:

- a. Most Points
- b. Head-to-Head Outcome
- c. Goal Differential
- d. Goals For
- e. Coin Toss by tournament director, in this order.

A tiebreaker is only used to break one tie. In the case of a three-team tiebreaker, the tiebreaker will be used to select one team and a new tiebreaker will start over between the two remaining teams.

We ask that all teams respect the Sublette County Ice Arena. If any damage is caused that team will be responsible for repairs or replacement of the damaged object. **Also, teams will be asked to pick up after themselves in the locker rooms, please respect and have pride for the facilities that allow you to play the greatest sport ever.**