



MARQUETTE JUNIOR HOCKEY

Betty Beckman Tournament Rules

Revised 10/31/25

Game Setup

- Participating teams will register into either Red, White, or Blue tiered divisions per USA hockey rules.
 - Red teams are top tier, primarily 2017 and 2018 birth years.
 - White teams are middle tier, primarily 2017-2019 birth years.
 - Blue teams are lower tier, primarily 2019+ birth years with the potential exception of more novice 2018 birth years.
 - Red does NOT mean it is a travel group where organizations send their top 'x' amount of players as one team. It should be made up of balanced teams across your top skill groups within your organization.
- All games will be played half-ice
- Intermediate nets will be used

Game Play

- All play will be 5 on 5, 4 skaters and 1 goalie.
- Please have players ready 10 minutes prior to scheduled game time so games can start at scheduled game time.
- All players should receive fair playing time during each game
- Blue Pucks will be used. Red division may use black pucks. Game pucks will be supplied by the Tournament.
- Games will consist of (2) 20-minute periods
 - Minimum one (1) minute warm-up
 - Three (3) minutes between periods
- The buzzer will sound every two (2) minutes for a line change
- The clock will NOT STOP for line changes
- Once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players may enter onto the ice surface and the ref will drop the puck. Refs will not wait for players to be lined up, they will drop it after only about 5-10 seconds.
- Teams will not change ends between periods
- The clock will only stop for a major injury. If this occurs, then both games must stop play and all players take a knee
- Referees will drop the puck at the midpoint between the two nets and will not be concerned about how the teams are lined up at faceoff at:
 - Beginning of the game
 - Start of each period
 - After each goal
 - After a major injury stoppage
- Following goaltender freezing puck:
 - Clock does NOT stop
 - Referee or Goalie will place puck behind net

- Offensive team back up until defensive team crosses goal-line with puck

Penalties

- All minor penalties will result in the player going to the bench and sitting out the remainder of the shift. Another player may take their spot.
- There will be no offsides or icing
- Any player receiving a major penalty or more severe penalty will result in a penalty shot for the other team and the removal of that player from the game.
- **NO SLAP SHOTS or BODY CHECKING ALLOWED, ONLY COMPETITIVE CONTACT**
 - A “slap shot” is defined as any shot during which the shooting player’s wind-up brings the stick blade above the height of the shooting player’s waist.
 - A “body check” is when a player uses his/her hip, shoulder, or body intentionally for the sole purpose of separating the opponent from the puck.
 - “Competative Contact” is legal and is the contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off the puck.

Tournament Play

- Round robin or pool play or consolation games will not have overtime. However, if they end in a tie, there will be a single shooter shootout with each team having an equal number of shooters until the tie is broken.
- Points will be awarded as follows:
 - WIN – 3 POINTS
 - SHOOTOUT WIN – 2 POINTS
 - SHOOTOUT LOSS – 1 POINT
 - LOSS – 0 POINTS
- Semi final or Championship games will have a five (5) minute “sudden death” overtime.
 - If no winner, this will be followed by a 3 player shootout.
 - If no winner after the 3 player shootout, then a single player shootout will occur with both teams having equal opportunity until there is a winner
 - All players must shoot before a player can take a second turn in the shoot out.

Pool Play Tie Breakers

- The tie-breaker formulas are as follows:
The results of the head-to-head games played between the tied teams in the following order:
 - a. Standings — Most points.
 - b. Fewest Goals Allowed
 - c. Most goals Scored (you will only be given credit for up to 6 more than your opponent per game).
 - d. Coin Toss.
- In the case of multiple teams being tied, the tiebreaker rules will apply to determine first place using only games in common. If teams are still tied, then they will use all games played as tiebreakers. Coin flip will

only apply at the end. Once first place has been determined then the tiebreaker rule will begin over to determine second place and so forth.

Any disputes will be dealt with by the Betty Beckman Tournament Committee.