



MARQUETTE JUNIOR HOCKEY

Daren Hillier Iron Sticks Memorial Tournament Rules

Marquette Junior Hockey Corporation (MJHC) has adopted a Zero Tolerance Policy outlined by USA Hockey and MAHA for all tournaments. Unsportsmanlike conduct, berating officials, players, or coaches will not be tolerated. The Daren Hillier Iron Sticks Memorial Tournament will also follow all USA Hockey and MAHA rules and guidelines.

Acceptance

All teams must be USA Hockey or CAHA registered. MJHC must have a copy of your USA Hockey or CAHA roster and entry fee before the tournament date. Teams will be accepted on a first come first serve basis as long as they meet the requirements. Tournament fees: \$1125 10UAA (Squirt), \$1225 12UAA (Peewee), and \$1325 14UAA (Bantam). Any organization that enters two or more teams, in different age groups, will receive a discount of \$50 per team.

Tournament Rules

USA Hockey and MAHA Rules will govern play.

Games

5 minute warm up prior to each game. This may be shortened if the tournament is running behind schedule

Squirts (10 U): 12-minute periods, stop time, with a 1-minute break between periods, no resurface

Peewees (12 U): 15-minute periods, stop time, with a 1-minute break between periods, no resurface

Bantams (14 U): 18-minute periods, stop time, with a 1-minute break between periods, resurface after 2 periods

Home teams will be the first team listed for each game. The home team will wear white/light- colored jerseys and the away team will wear a dark color.

Six (6) goal differentials will be used in tiebreakers. After a 6-goal difference is reached in the 3rd period, a running clock will commence. Running time will stop for injuries and when a 5- goal difference is reached.

No overtime in Round Robin play.

Points per Game Awarded:

Win a period- 1 point awarded

Tie a period- 0 points awarded

Win a game- 2 points awarded

Tie a game- 1 point awarded

Shutout- 1 point awarded

Tie Breakers

- Head-to-Head competition, if applicable
- Goal differential
- Goals allowed.
- Goals scored.
- Least penalty minutes
- Coin toss

Semifinal & Championship Games

Time-outs: Each team will be granted one- one (1) minute time-out in Semi-finals or Championship games.

All running time rules stated above are in effect for semi-final and championship games.

Semi-final and Championship games CANNOT end in a tie. If a semi-final or championship game is tied after regulation the following format will apply:

1. A five (5) minute sudden death, stop time, 4-on-4 (four on four) overtime period (if a team ended the regulation game with a 5 on 4 advantage the advantage will continue as a 4 on 3 in overtime). Penalties from the previous period shall carry over into the overtime period.
2. The teams shall not change ends. First team to score a goal wins.
3. If no winner is determined in overtime, a 3 player shoot-out will take place. The visiting team will always shoot first in the shootout.
4. All players are eligible for the shootout except for players serving any penalties at the end of the game or serving a game misconduct.
5. The team that scores the most after 3 shooters is determined the winner.
6. If the score is still tied the sudden-death shoot out will occur until a winner is determined. Players used in the 3 player shoot-out may not be used again until all eligible players (except goalies) have participated in the shoot-out. Each team will continue with the remaining players one at a time until the winning team is determined by scoring the only goal in that round.

Please take a moment to make sure that the locker room is clean when you leave.