

THANKSGIVING MITE JAMBOREE

MITE INT ~ MITE ADV 11/29/2025 - 11/30/2025

AA SHOWDOWN

10UAA ~ 12UAA ~ 14UAA 12/19/2025 - 12/21/2025

IAN TUTHILL MEMORIAL

18U REC ~ 14U REC ~ 12U REC ~ 10U REC 12/27/2025 - 12/30/2025

SQUIRT MLK

10UA ~ 10UB ~ 10U GIRLS 1/16/2026 - 1/19/2026

WINTERFEST

12UA ~ 12UB ~ 12U GIRLS 14UA ~ 14UB ~ 14U GIRLS 2/13/2026 - 2/16/2026

ARVADA HOCKEY ASSOCIATION TOURNAMENT SERIES RULES

1) TOURNAMENT REGISTRATION AND FEES

- a) Arvada Hockey Association Tournament Series is open only to USA Hockey registered teams that are in good standing with their respective state organizations.
- b) Tournament applications must be completed in full and submitted via the online registration service provided on the Arvada Hockey website (www.arvadahockey.com/tournaments). In the event there is an issue registering via the online service, please contact the Tournament Direction by email (tournaments@arvadahockey.com).
 - It is the expectation that out-of-state teams and tournament teams submit applications for the appropriate level of play when registering. The Tournament Director has the final decision in determining the appropriate level of play for teams.
- c) Arvada Hockey Association Tournament Series follows all 2025-2029 USA Hockey Rules.
- d) A check of credentials and qualifications shall take place before each team competes. The required documents will include:
 - Managers or Coaches must submit their team's USAH 1-T Roster 2 weeks prior to the tournament start date. Failure to submit your roster on time may result in a team being dropped from the tournament and no refund provided. No roster changes will be permitted 7 days prior to the tournament start without approval from the Tournament Director.
 - Teams must have player jersey numbers and goalies identified on their USAH 1-T Roster. Tournament Electronic Scoring System is pulled from the information on the USAH 1-T Roster.
 - Travel permits for all teams (as required).
- e) No double rostering of players will be allowed for teams that have more than one team registered for the tournament, unless approved by the Tournament Director. Girls *are* allowed to double roster on a co-ed team and a girls' team.
- f) Entry Fees per team are as follows for Arvada Hockey Tournaments

THANKSGIVING MITE JAMBOREE (November 29-30, 2025)

- Divisions Offered and Tournament Registration Fee
 - MITE INTERMEDIATE \$700/TEAM 3 Game Guarantee
 - MITE ADVANCED \$700/TEAM 3 Game Guarantee

AA Holiday Showdown (December 19-21, 2025)

- Divisions Offered and Tournament Registration Fee
 - o 10U AA \$1850/team 4 Game Guarantee
 - o 12U AA \$1900/team 4 Game Guarantee
 - o 14U AA \$2000/team 4 Game Guarantee

Ian Tuthill Memorial Tournament (December 27-30, 2025)

- Divisions Offered and Tournament Registration Fee
 - o 10U Rec \$1650/team 4 Game Guarantee
 - o 12U Rec \$1675/team 4 Game Guarantee
 - o 14U Rec \$1700/team 4 Game Guarantee
 - o 18U Rec \$1750/team 4 Game Guarantee

Squirt MLK Tournament (January 16-19, 2026)

- Divisions Offered and Tournament Registration Fee
 - o 10U A \$1750/team 4 Game Guarantee
 - o 10U B \$1750/team 4 Game Guarantee

Winterfest Tournament (February 13-16, 2026)

- Divisions Offered and Tournament Registration Fee
 - o 12U A \$1850/team 4 Game Guarantee
 - o 12U B \$1850/team 4 Game Guarantee
 - o 12U Girls \$1850/team 4 Game Guarantee
 - o 14U A \$1950/team 4 Game Guarantee
 - o 14U B \$1950/team 4 Game Guarantee
 - o 14U Girls \$1950/team 4 Game Guarantee
- g) Entry fees must be submitted online via the online tournament registration link listed on the Arvada Hockey Tournament Webpage. If there is an issue with the online service, please contact the Tournament Director. All fees are payable in US funds with a credit card.
- h) A team's spot is secured upon confirmation of the online tournament registration and payment for the tournament is established. All tournament registration fees must be paid using a credit or debit card at the time of registration. Checks will not be accepted.
 - There will be no refund of tournament fees once a team is accepted into the tournament. If a
 division or portion of the tournament is cancelled for any reason, teams will receive a full refund
 of fees paid.
 - If the tournament is canceled for any reason teams will be provided with a full refund.
- i) All efforts are made to have a minimum of 4 teams for each division. However, if there are less than four teams registered, we will work with all registered teams for that division to make a go/no-go decision no later than 30 days prior to the tournament start date.
- j) There will be no admission charge for spectators.
- k) Arvada Hockey will provide scorekeepers and timers for each game.
- I) Each team is responsible for providing a person to work their penalty box.
 - Penalty Box workers are part of the game officials and cannot coach or make inappropriate comments to referees.
 - Not Applicable for the Mite Jamboree
- m) USA Hockey and Colorado Amateur Hockey rules will apply except for those that have been modified in the Tournament (See Game Format Section).
 - Neck guards must be worn by all players.
- n) All Officials will be registered with USA Hockey.
 - Not Applicable for the Mite Jamboree
- o) All games will be scored in the Electronic Scoring System (Game Sheets), live, if possible, otherwise games will be updated within 24 hours and will be used as the official scoring for the tournament.
 - There will be no live scoring for Mite Jamboree Games

2) TEAM INFORMATION

- a) Prior to each game, a team official must check the team in at the welcome desk 30 minutes prior to the scheduled game time and be assigned a locker room.
 - Locker room keys will only be issued to coaches, or team managers, who are rostered on a team's USAH 1-T Roster. This person is then designated as the locker room monitor as defined by Safe Sport.
 - Each team is required to maintain the condition of the locker room and leave it in a neat and orderly condition for the next team. No food or beverages, except for water, are permitted in the locker rooms. If the locker room is left in an untidy condition, rink management may assess a fine if they deem it necessary. All locker room keys must be returned to the welcome desk as soon as possible following the completion of the game.

- Teams need to be dressed in the appropriate uniform, and ready to play up to 15 minutes prior to the scheduled game time. Schedule changes will be made at the Tournament Director's discretion only.
- b) All teams must have 2 sets of matching player jerseys. Teams designated as the home team will wear light colored jerseys and teams designated as the visitor will wear dark colored jerseys.
 - Not Applicable for the Mite Jamboree
- c) Each team who makes it to the championship game will be awarded a banner signifying their placement in the tournament.
 - Not Applicable for the Mite Jamboree
- d) There will be no game protests allowed. Game penalties assessed by on-ice officials are not subject to protest.
 - Not Applicable for the Mite Jamboree

e) Noise makers of any kind are prohibited in the stands during tournament games.

- f) It is the expectation that parents and spectators sit on the side of the rink which corresponds with their team to avoid potential conflicts. Tournament Officials and Arena staff will remove any spectators that are disruptive or abusive towards players, officials, coaches, tournament officials, or other spectators.
 - On ice officials may issue a bench minor penalty to teams for unsportsmanlike behavior by fans.
 - Not Applicable for the Mite Jamboree
- g) Spectators wishing to film the game may do so but must not interfere with other spectators watching the game.
 - Penalties and Repercussions (Not Applicable for the Mite Jamboree)
 - Any player receiving a 5-minute major penalty for fighting will be suspended for the remainder of the tournament.
 - Any player or coach who receives 2 major penalties during the tournament will be suspended for the remainder of the tournament.
 - Any player, coach, manager, or parent ejected from a game due to abuse towards officials or tournament personnel, will be suspended from the tournament, as well as prohibited from entering the APEX facility for the remainder of the tournament.
 - All major and game misconduct penalties are subject to review by Arvada Hockey and may incur additional discipline upon review.

3) GAME FORMAT

- a) Level of Play for each tournament and time requirements
 - Thanksgiving Mite Jamboree
 - Each team will play 2 26min games back-to-back.
 - There will be 3 min. warm up prior to the first game and a 3 min. intermission when teams are changing sides for their second game.
 - Teams may have 1 coach on the ice during the game to assist with keeping the play going and dealing with any discipline issues.

AA Showdown

- 10U AA games will consist of (3) 12:01 stop time periods
 - Minor Penalties = 1:30 / Major Penalties = 5:00
- 12U AA games will consist of (3) 14:00 stop time periods
 - Minor Penalties = 1:30 / Major Penalties = 5:00
- 14U AA games will consist of (3) 15:00 stop time periods
 - Minor Penalties = 2:00 / Major Penalties = 5:00
 - There will be no ice-makes between periods.

Ian Tuthill Memorial Tournament

Games consist of (2) 15:00 run periods and (1) 12:01 stop time period

- 10U Minor Penalties = 1:30 / Major Penalties = 5:00
- o 12U Minor Penalties = 1:30 / Major Penalties = 5:00
- 14U and 18U Penalties = 2:00 / Major Penalties = 5:00

Squirt (10U) MLK Tournament

- Games will consist of (3) 12:01 stop time periods.
 - Minor Penalties = 1:30 / Major Penalties = 5:00

Winterfest Tournament

- Games consist of (3) 13:00 stop time periods.
 - o 12U Minor Penalties = 1:30 / Major Penalties = 5:00
 - o 14U and 18U Penalties = 2:00 / Major Penalties = 5:00
- a) In the third period, if there is a four (4) goal differential or more, the period will be conducted under running time for the remainder of the period. If the score goes back to a goal differential of less than four (4) then the period returns to stop time.
 - Not Applicable for the Mite Jamboree
- b) There is *no checking allowed for the Ian Tuthill Memorial Tournament*.
 - Not Applicable for the Mite Jamboree
- c) *Time-outs are not permitted during "round robin" or pool play*. For Semi-finals and Championship games, teams will be allowed one (1) timeout.
 - Not Applicable for the Mite Jamboree
- d) Tournament format will be "round robin" play with the winner of each game receiving three (3) points and the loser receiving zero (0) points (*Not Applicable for the Mite Jamboree*).
 - i) In the event of a tie game there will be a 3-player shootout to determine a winner. The visiting team will shoot first. Teams must use 3 different shooters. If tied after 3 shooters, teams will continue to alternate shots until there is a winner. Teams may use the same shooter as many times as they want after the preliminary shootout is completed.
 - ii) Shootout winners receive (2) points, Shootout losers receive (1) point.
- e) Tie Breaker Procedures (*Not Applicable for the Mite Jamboree*)
 - i) In the event there is a tie in the game points between two teams who have played each other at the end of pool play, then the winner in head-to-head games played will determine who advances if both teams have played each other.
 - ii) In the event there is a tie in the game points between *two teams who have not played each other* at the end of pool play, then the following will be used to determine who advances:
 - Most wins in regulation
 - Goal differential in pool play games (maximum goal differential per game is 5 goals)
 - Fewest goals allowed in pool play
 - Period points the team with the most period points (goals/period) gains the higher position.
 - Coin Toss
 - iii) In the event there is a tie in the game points between *three or more teams* at the end of pool play, then the following will be used to determine who advances:
 - Most wins in regulation
 - Goal differential in pool play games (maximum goal differential per game is 5 goals)
 - Fewest goals allowed in pool play
 - Period points the team with the most period points (goals/period) gains the higher position.
 - Coin Toss
- f) Championship Round In the event of a tie score at the end of regulation during an elimination game (non-pool play), the following procedures shall be implemented to break a tie (*Not Applicable for the Mite Jamboree*):
 - i) Teams will play a 5-minute stop time sudden death period 3-v-3. Goalies will defend the net furthest from their bench.

- ii) If still tied, the teams will then go to a 5 player "shoot-out." Each team selects 5 different players that will alternate taking "penalty shots." Home team will decide if they want to shoot first or second.
- iii) If still tied after 5 penalty shots, the shootout will continue with each team alternating penalty shots until the tie is broken.
 - Any eligible player can take these penalty shots.

4) FORFEITS / REFUSAL TO PLAY

- a) Any team that fails to appear on time for a scheduled game or refuses to play in a scheduled game will be subject to the following per the Colorado Amateur Hockey Association:
 - i) Forfeiture of all tournament games as determined by the Tournament Director
 - ii) Pay for all expenses, including, but not limited to, referee fees and ice costs for each forfeited game.
 - iii) Denied entry in any Colorado tournaments for the remainder of the season.
 - iv) CAHA teams will have any approved travel permits rescinded.
- b) Not Applicable for the Mite Jamboree

5) SAFE SPORT

a) USA Hockey Sanctioned Tournament Safe Sport Program Protocol will be adhered to.

6) RULINGS AND ABUSIVE BEHAVIOR

- a) The Tournament Director, Hockey Director, and Associate Hockey Director will work with the on-ice officials and Officials Coordinator to hand down rulings on all match penalties as quickly as possible.
- b) The Tournament Director, Hockey Director, Associate Hockey Director, or other Arvada Association and Apex Arena personnel shall inform the referee of any obscene, profane, abusive actions or language used by any player or team official. The referee will then assess the player/coach for a misconduct or game misconduct penalty.

7) GAME CLOCK AND ONLINE SCORING

a) Arvada Hockey Association will provide workers for the clock and online scoring.

8) WARM UP AND GAME PUCKS

- a) Teams are required to provide their own pucks for warm-ups.
 - i) Tournament will provide pucks for Mite Jamboree
- b) Arvada Hockey will provide all game pucks.

9) GAME RULES AND TOURNAMENT FORMATS

a) Rules and Formats are subject to change prior to the start of the tournament. If adjustments are made, the Tournament Director will notify all teams via emails provided at the time of registration.