Foothills Hockey Association

Foothills All-American Classic Tournament Rules November 7-9th, 2025

Section I – GENERAL TOURNAMENT ADMINISTRATIVE MATTERS

- 1. <u>General:</u> This tournament is a sanctioned USA Hockey event and is designed to include recreational and travel competitive teams in the following age classifications: Bantam 14UB, Peewee 12UB, Squirt 10UB, 12UB, & 10U Rec
- 2. ENTRY FEES ARE \$2050 for 14UB, & 12UB. \$1950 for 10UB & 10U Rec. All Level Tournament games will be played at the Edge Ice Arena and the Foothills Ice Arena. All fees must be payable with a money order, online, certified check or Association check. The entry fee must be paid in full and is non-refundable once the Tournament Director accepts the team into the tournament. All tournament rules will be posted at www.foothillshockey.org.
 - a. The tournament will be a Stay to Play Tournament. All the out of state and teams more than 60 miles from the venue will be required to book rooms through Sports Stays. More Information will be provided upon registration acceptance.
- **3.** Except as altered by Tournament Rules & Format, USA Hockey rules will govern hockey play. 2025-29 when stating USAH rules are being used.
 - a. Teams will plan to travel around the dates of the tournament with games starting the morning of the first day. We will do our best to accommodate out of state team travel.
 - b. Safe Sport Compliance The USAH Sanctioned Tournament Safe Sport Program Protocol will be adhered to.
 - c. All players must wear a USA hockey approved neck guard all times during the games.
- 2. Locker rooms will be designated for the home and visiting teams.
- 3. Tournament Host Association will provide time clock operator and score keeper.
 - a) Teams are required to bring their own warm up pucks.
- a. Except as altered by Tournament Rules & Format, USA Hockey rules will govern hockey play.
- b. Teams will plan to travel around the dates of the tournament with games starting the morning of the first day. We will do our best to accommodate out of state team travel.
- 2. Each team is guaranteed a minimum of 4 games. See section on pool play for breakdown of game play.

- a. Locker Rooms will be assigned the day of. Team Manager or Coach must provide a set of car keys as collateral to check out a locker room key. Please plan for this provision.
- 3. <u>Sportsmanship:</u> Foothills Hockey Association stresses sportsmanship. Fighting, abusive behavior or unsportsmanlike conduct by players, coaches or parents <u>will not</u> be tolerated on or off the ice. Such conduct will be grounds for disqualification from the tournament as determined by the tournament director and/or the site director. Referees have the authority to direct the removal of any player(s), acting in an objectionable and/or unsafe manner on the ice. In addition, the game referees in conjunction with the tournament director, have the authority to end any game at the time they feel that continuing that game would endanger players or violate Foothills Hockey Association's stated policy on sportsmanship. The tournament director and the site director will determine the outcome of any such game. Tournament and/or site director reserve the right to remove anyone from all tournament locations, whose actions are detrimental to fair play and sportsmanship.
- 4. <u>Credentials:</u> All teams and players must be registered with USA Hockey. The Credentials will be verified one hour before your first scheduled game for each team. Team managers will report to the check-in table at the scheduled rink. Required documents include:
- a. USA Hockey certified player roster
- b. All games will use USAH officials only
- c. Every division will follow USAH rule per such division.
- d. USA hockey coach certification documentation or copy of card.
- 5. Rosters: Final rosters must be provided to the Tournament Director no later than 2 weeks prior to the start of the tournament. (USAH prefers 2 weeks) No roster changes will be permitted beyond this deadline.
- 6. Awards: Team and individual awards will be awarded 1st 2nd place in each division.
- 7. <u>Damage to Rinks and their Facilities:</u> The repair and replacement costs involved with any damage done to any property at any ice arena, hotel or other facility will be the responsibility of the team(s) and the individual(s) causing such damage. Immediate arrangements for restitution must be made, and violations of this rule are the cause of disqualification from the tournament. Locker rooms will be checked before and after the competition. Lockers' rooms damaged or trashed will result in a \$200 fine or costs of damages whichever is higher.

Section II - GENERAL TOURNAMENT PLAY

1. <u>Length of Games:</u> Each game will have a 3-minute warm-up. Games will consist of 3 periods. The periods will be as follows per division – Bantam 14U, Peewee 12U, games will be three 14 minutes stop periods with a 75-minute curfew. The 10U will consist of 3 12-minutes stop time periods with a 60-minute curfew. If, at any time during the third period, the score differential is 4 or more, the game clock will run until the differential is reduced to less than 4. The score at the end of the third period or the listed curfew, whichever comes first, will be used to determine the outcome of the game. In emergency cases involving weather, injury or other extenuating

- circumstances, tournament officials reserve the right to modify the schedule, as necessary. There is no overtime.
- 2. <u>Time Outs:</u> One thirty (30) second time-out per team will be allowed <u>Only in playoffs</u> or championship games. No additional timeouts are allowed for shoot-outs.
- 3. Jerseys: All teams are required to have a light and dark colored game jersey. Home teams will wear their light-colored jerseys and visiting teams will wear their dark colored jersey.
- 4. <u>Hockey Equipment:</u> All teams must adhere to USA Hockey rules and regulations as it pertains to individual players' equipment. Players are required to wear mouth guards during tournament games.
- 5. <u>Number of Players and Coaches on the Bench:</u> Bench personnel are limited to rostered players and up to 4 others acting as coaches or trainers. These additional four team members must also be on the USA Hockey roster. Injured players on the bench must always wear protective headgear. Parents are not permitted on the bench at any time during a game. Parents who violate these rules are subject to removal from the facility. Only rostered coaches may be on the bench during games! No trainers unless they are rostered as coaches. No managers on the bench either.
- 6. <u>Games and Points:</u> Games may start early if ice is available. Teams should be dressed and ready to be on the ice fifteen (15) minutes prior to the scheduled start time.
- a. Points will be awarded as follows: 2 points for a win, 0 points for a loss, 1 point for a tie.
- b. Semi-final and Championship games will not end in a tie. There will not be a curfew rule in semi-final or Championship games. If a semi-final or championship game is tied at the end of regulation time, a 5-minute (stop time) 3v3 sudden-death overtime period will be played. If the game remains tied after the overtime period, a 3-player shoot-out will decide the outcome. Each team will select three shooters and a goaltender from their roster. Shooters will alternate by taking penalty shots at the opponent's goaltender. The team with the most goals after three shots will be declared the winner. If still tied, the shootout will continue using an additional skater from each team until the winner is established. Teams must use all the skaters on their roster before any of the previously chosen skaters are eligible to shoot again. Each team will take the same number of shots.
- c. Teams that have a tie in standings points at the conclusion of a round robin play will be broken using the following criteria. Once a tie is determined then the process begins from the top. (i.e. In the case of a three-way tie bonus points break a tie between the three teams but two teams are still tied then they go back to determine if there was Head-to-Head competition if not, they continue in the order:

TIEBREAKER FOR CHAMPIONSHIP SEEDING: A tie is reached when 2 or more teams all have the same number of points after round robin play: Two-way tie:

- 1. Head-to-head
- 2. Most wins overall
- 3. Overall goal differential (capped at a maximum of 6 per game)
- 4. Overall least goals allowed.
- 5. Fewest penalty minutes overall
- 6. Quickest first goal scored in Tournament.

7. Coin toss.

Three (or more)-way tie:

- 1.Most wins overall
- 2. Overall goal differential (capped at a maximum of 6 per game)
- 3. Overall least goals allowed
- 4. Fewest penalty minutes overall
- 5. The quickest first goal scored in the Tournament
- 6. Draw straws.
- **1.** 7. <u>Electronic scoring:</u> Game Sheets (electronic scoring system) will be used for this tournament. Game score sheets will be posted on Game Sheets within 24 hours of games. Paper Score Sheets will be used, and each team will be responsible for providing roster stickers for each game.

8. <u>Tournament Format (4 team divisions)</u>

- Pools. Teams will be placed into a single pool.
- Round Robin. Teams will play each of the other teams in their pool once (in the case of 2 pools, Teams from pool 1 will play their round robin games against pool 2. After round robin play is completed, teams will be seeded based upon point standings (and tiebreakers if necessary).
- Semi Final and Championship Games. After round Robin Play, the team seeded #1 will play the team seeded #4 and the team seeded #2 will play the team seeded #3 the winners of these two games will advance to the Championship game.

<u>Tournament Format (6 - 8 team division)</u>

- Pools. Teams will be placed into a single pool.
- Round Robin: Teams will play four games against other teams within their pool. After round robin play is completed, teams will be seeded within their pool based upon point standings (and tiebreakers if necessary)
- Championship Game: 1st and 2nd place teams will play in the championship game.

Section III – Protests

- **1.** FORFEITS/REFUSAL TO PLAY Since there are no protests, refusal to play any scheduled game(s) will result in a forfeit.
- Any Team which enters a tournament and fails to appear on time for a scheduled.
 Game or any Team (CAHA registered or otherwise) who fails to provide a valid 1 T roster to the Tournament Director prior to the first Game of the tournament will be subject to 1) Forfeit all tournament Games as determined by the Tournament Director.
- Pay for all expenses, including but not limited to Referee fees and ice costs for each forfeited Game.
- Denied entry in any Colorado tournaments for the remainder of the season. and in the case of a CAHA team, any approved travel permits will be rescinded.