

## **Round Robin Rules and Format**

- USA Hockey rules apply during every game.
- Three (3) points are awarded for a win, one (1) point for a tie, zero (0) points for a loss in Round Robin Games
- Home Team wears Dark Jerseys. Coaches confirm colors beforehand if a team only has one jersey.
- All divisions play 14 minute periods with a rolling ice cut every three periods. Pre-game warm-up will be three (3) minutes long and commence as soon as the Zamboni doors close and the scorekeeper sounds the horn.
- Minor penalties are 1:30 in length. Majors are 4:00 in length. Double minor is 3:00 in length. Penalties and misconduct (2 & 10) is 1:30 and 8 minutes.
- Any player who is assessed four (4) penalties during a game or a game misconduct is automatically suspended for the next Stevenson Tournament Game.
- Running clock in the third period when the goal differential exceeds 5 (stop time will resume if differential drops below 3) – run clock for penalties – stop clock for injuries.
- No Timeouts permitted during round-robin games.
- All teams should be ready to take the ice as much as 20 minutes prior to their scheduled start time in the event prior games finish early.
  - 1) Division advancements are ranked in the following manner:
    - 1) Most points 2) Best +/- with a cap of +/- 7 per game 3) Least goals allowed 4) Most goals scored 5) Coin Toss

## **Championship Rules and Format**

- USA Hockey rules apply during every game.
- All Divisions will play 15 minute periods with an ice cut after three periods of play. Pre game warm-up will be three (3) minutes long and commence as soon as the Zamboni doors close and the scorekeeper sounds the horn.
- Running clock in the third period when the goal differential exceeds 5 (stop time will resume if differential drops below 5) – run clock for penalties, stop clock for injuries.
- Minor penalties are 1:30 in length. Majors are 4:00 in length. Double minor is 3:00 in length. Penalties and misconduct (2 & 10) is 1:30 and 8 minutes.
- One (1), one minute Timeout permitted per team.
- Any ties at the end of regulation time will result in a 3 on 3 sudden death overtime period five (5) minutes in duration after a 1:00 minute break. If no winner is determined, a shootout will be used to determine a winner. The shootout format will be as follows:
  - Each coach selects 3 shooters prior to the start of the shootout. All other skaters not involved in the shootout must remain on the bench. Goalies may be alternated as much as needed. Should a player be serving a penalty (except a game misconduct or a match penalty) when the shootout commences, that player is permitted to participate in the shoot-out. The team designated as the home team has the option to go 1<sup>st</sup> or 2<sup>nd</sup>. Teams will alternate shooters thereafter.
  - If the game is still tied after 3 shots/team, a sudden death shootout will commence. Again, the home team has the option of going 1<sup>st</sup> or 2<sup>nd</sup>. Note: the team which goes 2<sup>nd</sup> in the sudden death shootout will have the opportunity to shoot even if the team that goes 1<sup>st</sup> scores.
  - Every player must shoot before any other player shoots a second time.