

# TOURNAMENT RULES

## 2018 Showdown

1. All games will be played under USA Hockey and Minnesota Hockey rules unless otherwise specified.
  2. All officials will be USA Hockey or MSHSL registered.
  3. EMT's will be present at each arena complex.
  4. Roster:
    - a. A team may roster and dress up to 20 players.
    - b. A team's final roster is the roster submitted at check-in before your first tournament game.
    - c. Your roster, waiver forms and birth certificates must be available 30 minutes prior to your first game (team check-in).
    - d. No player may play on more than one team.
  5. Liability: No player will be allowed to participate without first providing a signed waiver form.
  6. Game Play:
    - a. All games will be three 15-minute stop time periods.
    - b. In all games, running time will be used ANYTIME a team is ahead by 6 goals or more. Stop time will resume if the lead falls below 6 goals.
    - c. One minute timeout per team per game.
    - d. Ice Resurfacing
      - '08 & '09: Before each game
      - '04 - '07: Every 2 periodsIf we fall behind, we will only resurface before each game to get back on schedule. Games may start up to 15 minutes ahead of schedule.
  7. Overtime:
    - a. Utilized only during Semifinal, 3<sup>rd</sup> Place and Championship games. All other games may end in a tie.
    - b. One minute rest period and teams do not change ends. There is no ice resurfacing.
    - c. Five minute running time with 4 on 4 plus goalie in sudden victory format.
    - d. 3-player shootout if tied after OT. If still tied after shootout, sudden death 1-player shootout until winner. Players may only shoot 1 time.
    - e. Unexpired penalties carry over to the overtime period.
    - f. All penalties called in overtime reduce the number of players. A team will play 3 on 5 if short two players until the next whistle after a penalty expires.
  8. Penalties:
    - a. Minor = 2 minutes; Major = 5 minutes
    - b. Misconduct = 10 minutes
    - c. Fighting = automatic game misconduct. Player is out for balance of that game and the subsequent game.
    - d. A player receiving 4 penalties in one game will be removed for the remainder of that game. Any Major penalty counts as two penalties.
    - e. Checking from Behind or Boarding will result in an automatic 5-minute Major. An additional 10-minute or Game Misconduct is at the discretion of the referee.
    - f. Upon completion of the game, the referee will decide if further action is required for any Match Penalty or Game Misconduct.
    - g. All referee decisions are final. Protests will not be allowed.
  9. Checking: Allowed only at the '04 & 05' levels.
  10. Slap shots: Allowed at all levels.
  11. All games will be "tag-up" off-sides, and "icing" is allowed when shorthanded.
- ### Point System
- Preliminary Round: the following point system will be used to seed teams into the final round or semifinal games.
1. Point system for round robin games
    - a. 2 points for a win
    - b. 1 point for a tie
    - c. 0 points for a loss
  2. 08' Level: After round robin play, if two teams in one division each have less than 2 points, the 3<sup>rd</sup> seed from the other division will receive the 2<sup>nd</sup> seed and semifinal game for that division.
  3. 05' Level: After round robin play, teams will be placed in a new round robin group based on their round robin seed. After the second round robin, the top two #1 seeds play for 1<sup>st</sup> place, the third #1 seed and the top #2 seed for 3<sup>rd</sup> place, and the other two #2 seeds for 5<sup>th</sup> place.
  4. The tie-breaker for teams with the same point totals will be made in the following order:
    - a. Head to Head
    - b. Goal Differential (maximum 6 goals in any one game)

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- c. Fewest Goals Allowed
- d. Fewest Penalty Minutes
- e. Coin Toss

