



District 3 Tournament Rules and Guidelines
12U B2 Tournaments
PeeWee B2 & C Tournaments
Bantam B2 & C Tournaments



RULES: All games will be played under USA Hockey Rules as modified by Minnesota Hockey.

ROSTER Verification(Credentials): The following items MUST be submitted by each team to the tournament chairperson for review and approval prior to their first tournament game. Failure to comply may result in forfeiture of that team's first game.

- Official USA Hockey Roster. Team Managers should have the link available to their most recent roster and/or a recent print out provided to host at check in.
- Goalie Substitution Forms (EBUG) and related supporting documents (if applicable).
- An approval letter from Minnesota D3 District Registrar for any player rostered in a younger age group than is implicit based on the player's birth date.

HOMETEAM: The Home Team, throughout the tournament, will be the team that is seeded the highest in the District Tournament. The Home Team will wear light colored jerseys.

PLAYER BOX: Maximum of four (4) coaches and twenty (20) fully dressed players. All players on the bench including players not dressed to play, MUST wear a helmet/face mask and team jersey. All players and coaches must be on the final USA Hockey approved roster.

WARM UPS: Five (5) minutes before the start of each game.

GAME TIMES: Be sure referees and coaches are aware of the game times prior to the start of the game.

- District playoffs at all levels will follow the USA Hockey rule of four penalties in one game which will result in a game misconduct.
- NO hour clock will be used during district play off games.
- Running time in third period if the goal differential is six (6) or more goals. If the goal differential becomes less than six (6), stop time shall begin again.

PeeWee B2 & C, 12U B2:

- Periods - three (3) 12-minute stop time
- Penalties - Minor - one (1) minute
- Major - five (5) minutes
- Misconduct - ten (10) minutes

Bantam B2 & C:

- Periods - three (3) 15-minute stop time
- Penalties - Minor - two (2) minutes
- Major - five (5) minutes
- Misconduct - ten (10) minutes

RESURFACE: NO RESURFACING

TIMEOUTS: Each team shall be permitted to take one (1) time out of one (1) minute in duration during the game, which includes any overtime periods.

OVERTIME(OT): Five (5) minute stop time overtime period - four on four (4 on 4). Sudden death overtime. First team to score wins the game. If still tied at the end of the five minute overtime period follow these step in order:

- a. One (1) minute rest
- b. 1st shootout - five (5) skaters. Best out of 5. If still tied, proceed to the 2nd shootout.
- c. 2nd shootout - Sudden death - Use remaining players (not used in 1st shootout). First team to score wins the game. Should one team be successful and the other team not, the successful team shall win the shootout. Ex: Team A scores with the sixth shooter, Team B's sixth shooter gets a chance to score.

NOTE: If in the event one team has fewer players and needs to use repeat players, the other team will be allowed to repeat players even if all of their players have not yet shot. Volunteers at the score box will keep track of the players used in shoot-out to ensure that all players are used before going back to repeat skaters.

PROTESTS: NOT allowed.

INJURY: Coaches MUST NOT come onto the ice surface unless called upon by the trainer or referee.