

TOURNAMENT SUPPLEMENT

Includes Revisions as of June 2013

(Also refer to Sections in the Youth Rules and Regulations entitled "District, Region and State Tournaments" and "Invitational Tournament Sanctioning".)

1 - GENERAL

- A. This Supplement offers general information on how to conduct sanctioned invitational tournaments, as well as information that may be helpful in conducting Minnesota Hockey District, Region and State tournaments. Following these guidelines will promote consistency in the operation of tournaments, and provide a meaningful hockey experience for the players.
- B. "Rules and Regulations" for the classification (Adult, Adult Women, Squirt, Peewee, Bantam, 12U, 14U, etc) or division (A, B, C) of players involved are found elsewhere in this Handbook.
- C. The requirements of this Supplement apply to all invitational tournaments and jamborees, whether indoor or outdoor, but excludes Mite jamborees. All such events are referred to generically herein as "tournaments".
- D. SUB-LEVELS – USA Hockey does not officially recognize sub-levels within an established division. B1 or B2 teams are considered "B" teams, and only "B" tournaments are sanctioned (not B1 or B2). This system is sometimes used to advertise that higher or lower caliber teams are desired for a particular tournament. Any "B" team can attend a "B" tournament, but hosting organizations may reject applications from teams which are considered too strong or too weak for the anticipated competition.
- E. OFFICIAL'S MEETING – It is strongly recommended that a meeting of the team coaches and managers, tournament chairperson, and an official's representative be held before the tournament begins.
- F. FIRST AID EQUIPMENT - Locate equipment to be used in case of medical emergency, such as first aid kit and stretcher, before the start of each game. Such equipment should be readily accessible and used only under the direction of the Medical Attendant or other qualified medical professional.

2 - PLANNING

- A. Proper planning is critical to the success of any tournament. Many details must be worked out in advance, and the responsible group and/or affiliate must get organized early so they are prepared to handle common issues before they become problems.
- B. BRACKETING – Determine the type of bracketing to be used: Single Elimination with Consolation, Double Elimination, Round Robin, 6-team, 8-team, 16-team, etc. This will affect ice time requirements, and teams playing (or considering playing) in the tournament will want to know how it will be bracketed.
- C. ICE TIME – Develop a tournament schedule and make sure adequate ice time has been set aside. Numerous factors affect the time required, including length of periods, run time or stop time, resurfacing schedule, time outs, tie breaking procedures, time off for players rest, and the level of game involved (Junior Gold and Bantam games take longer than Squirt games due to more stoppages in play). It is a good policy to set aside ice time at the end of the day if the format is susceptible to delays.
- D. COORDINATION WITH ARENA – Contact the arena manager to ensure that the game times and resurfacing requirements are feasible. Events before and after the tournament should also be reviewed for potential conflicts with tournament operations. Other related facilities, such as hospitality rooms or team check-in areas, should be reserved in advance.
- E. LODGING RESERVATIONS – Make advance arrangements to secure lodging for tournament participants. Each out-of-town team will generally require 10-12 rooms, although well attended tournaments such as Regions or State may require more. Most hotels will hold blocks of rooms up to 30 days before the check-in date. Due to short notice of teams participating, special arrangements are needed for Region or State Tournaments.
- F. MANDATORY RULES – The following must be included in each tournament's rules:
 - 1. USA Hockey registered referees will be used
 - 2. Medical attendants will be provided for each game (not mandatory for Mites)
(See paragraph in Youth Rules, entitled "Medical Attention")
 - 3. USAH rules as modified by MH for the classification involved must be adopted
(may be modified as indicated below)
 - 4. Canadian teams must wear protective equipment as designated by CAHA.
- G. OPTIONAL RULES – Decide which rules will be followed for the tournament. The USA Hockey Rules as modified by MN Hockey for the classification involved serve as the baseline, but additional rules (generally more restrictive) can be added as needed. Following are examples of rules which are typically determined for each tournament.
 - 1. Length of periods, stop/run times.
 - 2. Method of resolving tie games at the end of regulation time
 - a. Fair Play point
 - b. Sudden death overtime - Length and number of OT periods; Number of players by OT period
 - c. Shots in OT

- d. Shootout
 - 3. Time outs allowed or disallowed
 - 4. More restrictive ejection rules (such as the Three-penalty EJ Rule)
 - 5. Will goal Judges be used?
 - 6. Procedure if team roster exceeds 20 players (such teams generally set a 20-player roster prior to each game).
- H. The following is an example of breaking ties in a Round Robin tournament, using the Minnesota Hockey tie-breaking procedure (Refer to Youth Rules).

EXAMPLE

GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6
Team A - 3	Team C - 3	Team A - 6	Team B - 2	Team B - 6	Team A - 4
Team B - 5	Team D - 2	Team D - 5	Team C - 6	Team D - 3	Team C - 1

After all games have been played there are three teams tied with 4 points each. If two or more teams have an equal number of points, their position in the standings shall be determined by –

- a. The results of the games played between the tied teams in the following order:
 - 1. The points acquired in these games (games among the tied teams only).
Take out the games played with team D.
The teams A-B-C are still tied with 2 points each.
 - 2. Subtracting goals against from goals scored in these games.

Team A	Goals for 3 + 4 = 7	Against 5 + 1 = 6	Net +1
Team B	Goals for 5 + 2 = 7	Against 3 + 6 = 9	Net -2
Team C	Goals for 6 + 1 = 7	Against 2 + 4 = 6	Net +1

 This tie-breaker places Team B behind Teams A and C. So Team B is placed third, and the process would be restarted between Teams A and C to determine first and second placement.
 - 3. If the teams had still been tied, the next step would have been to divide the goals scored in these games by the goals scored against. For this example:

Team A	Goals for 3 + 4 = 7	Against 5 + 1 = 6	7/6 = 1.1667
Team B	Goals for 5 + 2 = 7	Against 3 + 6 = 9	7/9 = 0.7778
Team C	Goals for 6 + 1 = 7	Against 2 + 4 = 6	7/6 = 1.1667

 Team B places behind Teams A and C, so (if step 2 above had not placed one of the teams) this step 3 would have placed Team B third, and the process would be restarted between Teams A and C to determine first and second placement.
- b. If the tie still exists after applying formulas a1, a2 & a3, then a2 & a3 shall be re-applied using all the games played by each team.
 - 2. Subtracting goals against from goals scored in all games.

Team A	Goals for 3 + 4 + 6 = 13	Against 5 + 1 + 5 = 11	Net +2
Team B	Goals for 5 + 2 + 6 = 13	Against 3 + 6 + 3 = 12	Net +1
Team C	Goals for 6 + 1 + 3 = 10	Against 2 + 4 + 2 = 8	Net +2

 This tie-breaker places Team B behind Teams A and C, so Team B is placed third, and the process would be restarted between Teams A and C to determine first and second placement.
 - 3. Dividing the goals scored in all games by the goals scored against.

Team A	Goals for 3 + 4 + 6 = 13	Against 5 + 1 + 5 = 11	13/11 = 1.1818
Team B	Goals for 5 + 2 + 6 = 13	Against 3 + 6 + 3 = 12	13/12 = 1.0833
Team C	Goals for 6 + 1 + 3 = 10	Against 2 + 4 + 2 = 8	10/8 = 1.2500

 If the process went this far, Team C would be placed first, Team A second, and Team B third.
- c. If the above procedure does not break the tie, refer to MN Hockey Youth Rules and Regulations – District, Region and State Tournaments – Breaking of Ties.

3 - TOURNAMENT OPERATIONS

- A. PUCKS - Pucks should be those which are approved for use by the National Hockey League. These pucks are harder (less bounce) and slide easier than practice pucks.
- B. SCOREBOOKS – Official MH (or MH District) scorebooks must be used for District, Region, or State tournaments and are provided by MH. These scorebooks may also be used for invitational tournaments, and are available at a reasonable cost from the MH Vice President for Tournaments or the District Director. The host must retain a copy of the completed scoresheet, and provide a copy to each team.
- C. DRESSING ROOM ASSIGNMENT AND SECURITY – Dressing rooms should be pre-assigned and the host should provide a means to lock the rooms or provide someone to monitor them at all times. If neither can be provided, the host should instruct the teams to take their belongings with them to the players' bench.
- D. PENALTY REPORTING – In all cases where a game misconduct, gross misconduct, match penalty or fighting penalty is assessed, the incident must be reported to the District Director and the Supervisor of Officials to the District that the team is from. This is primarily the responsibility of the referees officiating the game, but the Tournament Director should verify this notification.

4 - GUIDELINES FOR MINOR OFFICIALS

- A. Minor officials, including timekeeper, scorers, penalty box attendants, announcers, and goal judges, are an important part of a well-run tournament. Their support of the on-ice officials is critical to the efficient and proper handling of the game.
- B. CONDUCT – The conduct of minor officials must be professional and objective:
1. All minor officials must be mature and competent adults.
 2. Minor officials must never be biased or exhibit partiality towards either team.
- C. No persons other than minor officials and on-ice officials may be allowed at the timekeepers/scorers table, penalty box or goal judges' area during any portion of a game. (Exception – the Medical Attendant may be located in a penalty box area if that provides the most direct access to the ice.)
- D. TIMEKEEPER
1. Arrive at the arena thirty minutes prior to the scheduled start of game.
 2. Should be experienced and familiar with the operation of the clock.
 3. If not familiar with the clock, get clock operating instructions from arena staff.
 4. Check the clock before the game to verify it is operating properly.
 5. Become familiar with the tournament rules and game format (length of warm-up, length of periods, running/stop time, resurfacing schedule, overtime, time-outs, etc.)
 6. Be attentive to the game, ensure clock is stopped/started at the proper times.
 7. Must be familiar with playing rules as they relate to penalties. Assist the Scorer in communicating with the officials on penalties reported. Ask the official to repeat the call if it is not understood, or it is not clear when players are to return to the ice.
 8. Ensure the Scorer accurately records goals scored, assist(s), penalties and time remaining in the period when they occurred.
 9. Inform Penalty Box Attendants when players can return to the ice. Assist Scorer to ensure the proper recording of the expiration time.
 10. Alert the Announcer when remaining time approaches one minute (each period).
 11. Distribute iced pucks to on-ice officials as requested.
- E. SCORER
1. Arrive at the arena thirty minutes prior to the scheduled start of game.
 2. Responsible for keeping an accurate written record of the events which occur during the game.
 3. An official score sheet must be used, and a copy provided to each team and the sponsoring affiliate. MN Hockey score sheets (or District score sheets) are preferred.
 4. Obtain rosters and starting lineups from team coaches or managers, and the team sponsor. Record this information on the score sheet.
 5. Be attentive to the game. Communicate with officials on goals scored, assist(s), and penalties. Ask the official to repeat the information if it is not clear.
 6. Record all goals scored and assists, and the time remaining in the period when they occurred. (Elapsed time is not recommended.)
 7. Record all penalties, and time remaining in the period when they occurred. Do not record the time they return to the ice until the actual time. (may be less than two minutes if a goal is scored, more than two minutes if coincidental and waiting for a whistle).
 8. Record all penalties assessed to non-players.
 9. Indicate on score sheet the time at which each team takes their time out (if time outs are allowed).
- F. ANNOUNCER
1. Arrive at the arena thirty minutes prior to the scheduled start of game.
 2. Assist the Scorer to obtain team rosters and starting lineups.
 3. Review pronunciation of players, coaches, assistants and managers names. If uncertain, check with a member of the respective team.
 4. Test the public address equipment for proper function.
 5. Check the tape player and tape of National Anthem (unless live music is provided).
 6. Announce starting line-ups, head coaches, assistants, managers, and sponsors.
 7. Request all to rise, remove hats and join in singing the National Anthem (generally before first game of the day and Championship game).
 8. Announce all goals scored and assists, giving player names and numbers, with elapsed time (calculated from time remaining).
 9. Announce penalties assessed, and when a team returns to full strength following a penalty.
 10. Announce when there is one minute left in a period.
 11. After each period, announce shots on goal for that period, and the total for the game to that point.
- G. PENALTY BOX ATTENDANT
1. Arrive at the arena fifteen minutes prior to the scheduled start of the game.
 2. Do not allow unauthorized personnel into penalty boxes.
 3. Open and close the door as penalized players enter and leave the penalty box.
 4. Affirm when penalties expire and which player is to return to the game with Timekeeper and Scorer.
 5. Penalized players must wear helmets/face mask and remain seated while in penalty box.
 6. Do not engage in a discussion with penalized player about the penalty which was assessed.
- H. GOAL JUDGES
1. Arrive at the arena fifteen minutes prior to the scheduled game.

2. Remain seated and attentive while in the goal judge area.
3. Do not allow unauthorized personnel in the goal judge area.
4. Do not carry on discussions or become distracted while the Game is in progress.
5. If the ENTIRE puck crosses the ENTIRE goal line, turn on the goal light or give the appropriate predetermined signal as requested by the officials.
6. Remember it is not your responsibility to determine if a legal goal has been scored – only that the puck crossed the entire goal line. Remember also that you may miss a goal which is signaled by the referee.

I. SHOTS ON GOAL/SAVES

1. A "save" occurs when a puck would have legally entered the goal had the goalie not stopped it.
2. A "shot on goal" occurs when a puck legally enters the goal, or a puck would have legally entered the goal had it not been stopped by the goalie (goals + saves).
3. Goal judges or another designated person may be requested to keep the record of goaltender saves or shots on goal.

5 - GUIDELINES FOR MITE TOURNAMENTS

- A. Sanctioning of Mite (not Mini-Mite) and 8 & Under Girls Cross/Half Ice Tournaments is permitted. The following guidelines must be observed.
- B. Tournament Rules: Specific tournament rules are to be submitted with the application for approval.
- C. Tournament Format: Pool Play, Bracket or a combination thereof.
- D. Tournament Fee: A minimal team entry fee may be charged to cover expenses. No gate fee is allowed.
- E. Teams: A minimum of nine skaters and a goalie is recommended for 3v3 (10 skaters + goalie for 4v4).
- F. Officials: Recommend using one USAH certified official. See USAH Cross-Ice Officiating Guide.
- G. Medical Attendants: Not required.
- H. Team Rest: Rest rule applies as stated in MH Youth Rules, Playing Rules.
- I. Rink set up:
1. Create cross-ice or half-ice playing surfaces using soft bumpers or solid ice dividers.
 2. Cross-ice, dividers on blue lines creating two cross ice surfaces in the two end zones. Center zone is for the players box.
 3. Half-ice, divider on the center ice line. Teams use player's box, one team for each door.
 4. Line drawn at the middle of the playing surface as a "tag up" line, as determined by the official.
 5. Standard goal nets are used
- J. Basic Playing Rules:
1. 3 skaters (3v3) and a goalie or 4 skaters (4v4) and a goalie.
 2. There are no off-sides or icing.
 3. Game time: two 25-minute halves, running time. Five minute warm up; one minute between halves.
 4. Play is started with a face off at beginning of first and second half.
 5. When a goal is scored all three (or four) players from the scoring team must leave the zone and tag up on the "tag up" line. All three (or four) players must be tagged up at the same time before any attacking player re-enters the zone.
 6. When the goalie freezes the puck the three (or four) offensive team players must leave the offensive zone and tag up on the "tag up" line. Each attacking player can tag up independently. Any player that does not tag up is ineligible to play the puck until the puck leaves the zone or the player leaves the zone. A player that starts outside of the line may enter the offensive zone immediately.
 7. Players will change on the fly or on sound of buzzer horn or whistle at designated time increments (60 seconds). When using set time for line changes, the players must leave the puck where it is on the rink when the buzzer sounds. Penalty may be assessed if puck is shot into offensive zone after the buzzer by a player leaving the ice.
 8. A maximum of 10 goal differential allowed. If the goal differential returns to 9, scoring will resume.
 9. If the puck leaves the ice surface (over the dividers or glass) there shall be a face off at center ice. If the puck leaves the ice but kept in the ice surface by the safety netting the puck shall be played live. The official should carry extra pucks.
- K. Penalties: USA Hockey playing rules apply. Offending player is not required to leave the ice. When a penalty occurs, a penalty shot shall be awarded. All players will line up ten feet behind the "tag up" line and cannot leave until the shooter touches the puck. It is acceptable for the shooter to pass the puck or be caught by a defender. Once the shot is taken, if the player scores the "after a goal rule" applies. If the player doesn't score, the puck will be played live, and the player who shot the puck cannot shoot on goal again until another player plays the puck.
- L. Team Eligibility: Teams may travel no more than 30 miles or be from their own District. Teams leaving their district must get approval from their District Director.

End of Tournament Supplement