

## 2025 Lumberjack Cup Rules

1. All teams participating must be registered with USA Hockey. USA Hockey registered referees will be used.
2. The top team in the bracket is designated as the home team and will wear light colored jerseys. All jersey conflicts will be resolved at the discretion of the tournament officials.
3. All games will be played according to USA Hockey rules as modified by MN Hockey. USA Hockey age brackets apply to out-of-state teams.
4. Any abusive language or conduct directed to the game officials by the players, coaches, managers, parents or spectators will not be tolerated. Corrective action will be taken; this may include removal from the arena grounds. All participants (players, coaches and fans) are expected to show good sportsmanship.

### GAME FORMAT:

- Teams should be ready to take the ice 15 minutes before their scheduled game time.
- 4-minute warm-up
- Three 14-minute stop-time periods (All levels)
- Resurfacing will occur before each game
- 2-minute minor penalties for bantams, 1:30 for peewees
- Running-time ANYTIME a team has and maintains a 5-goal lead. The clock will revert back to stop time at any time the 5-goal advantage is not maintained.

### Pool Play Format (Bantam A and Peewee AA)

- 3 points awarded for a win
- 2 points awarded for a shootout win
- 1 point awarded for a shootout loss
- 0 points awarded for a regulation loss

### Pool Play Tiebreaker Format (Bantam A and Peewee AA)

- Head to Head
- Fewest goals allowed
- Goal differential with a maximum of 5 per game
- Goals scored
- Fewest penalty minutes

### Pool Play Ties

In the case of a tie after regulation, teams will play a 3-player shootout (Home Team gets the choice of going first or second). If still tied, there will be a one player sudden-victory shootout. Teams are required to use all eligible skaters prior to choosing a player for the second time. Penalized players are not eligible to shoot.

## Bracket Play and Semi-final OT

If teams are tied at the end of regulation, there will be a four-on-four, four-minute running time overtime period. If still tied after the first overtime, there will be a 3-person shootout. If tied after three shooters, the shootout becomes Sudden Death. Teams are required to use all eligible skaters prior to choosing a player for the second time. Penalized players are not eligible to shoot.

## Championship Game OT

If teams are tied at the end of regulation, there will be a four-on-four, four-minute running-time overtime period. If still tied after the first overtime, the game will enter a three-on-three, three-minute running-time overtime period. If teams are still tied after two overtime periods, there will be a 3-person shootout. If tied after three shooters, the shootout becomes Sudden Death. Teams are required to use all eligible skaters prior to choosing a player for the second time. Penalized players are not eligible to shoot.