

## 2026 BLOOMINGTON CUPID CLASSIC TOURNAMENT

### Tournament Rules, Regulations and Additional Information

1. Twenty (20) players may be rostered and dressed per team for each game. A maximum of four (4) coaches will be allowed on the bench during games. Coaches must be officially rostered and insured.
2. A USA Hockey stamped roster must be presented to tournament officials before a team's first game of the tournament.
3. All games will be played under USA Hockey rules, as modified by Minnesota Hockey and District 6. USA Hockey-registered referees will be used for all games. All decisions by the referee are final. **No protests are allowed.**
4. An emergency medical technician will be in attendance at each game. Medical Trainer/Attendants will carry their own insurance
5. All games will be (3) 12-minute stop time periods. If at any time during the game a team is ahead by 5 goals or more, running time will be used until the margin is lower than 5 goals. Tournament Director may shorten warm-ups or deem running time, at any time during a game, if necessary, to keep the tournament on schedule. Time will be allocated as follows:
  - a. Four minute warm-up before the game begins and one-minute rest between periods
  - b. No time outs except for Championship games. Each team will be allowed one 60-second time-out **per game** – only during the Championship games.
6. Ice resurfacing will be done before each game. Teams must be ready to play 15 minutes prior to the scheduled game, as the game may start up to 15 minutes early if the tournament is running ahead of time.
7. Penalties shall be:
  - a. Minor: 1:30 minutes (12U) and 1 minute (10U)
  - b. Major: 5 minutes
  - c. Misconduct: 10 minutes
  - d. Game Misconduct: Out of current game and next game
  - e. Checking from Behind, Boarding, Charging, Head Contact: Per MN Hockey when penalty has been assessed to a player, he/she will receive a 1:30(12U)/1:00(10U) minute minor plus a ten (10) minute misconduct.
  - f. Checking from Behind, Boarding, Charging, Head Contact resulting in Head First into the Boards, Goal Frame, and or Injury: Per USA Hockey when penalty has been assessed to a player, he/she will receive a five (5) minute major and a Game Misconduct.
  - g. Fighting: Automatic game misconduct. Player will be ejected from the game and the remainder of the tournament, **NO EXCEPTIONS OR PROTESTS.** In addition, where a game misconduct or a match penalty is assessed by the game referee, the incident must be reported to the MN Hockey District Director.
8. All players are required to wear H.E.C.C. approved helmets and face masks. Neckguards must be worn by all players. Mouthguards must be worn by all USA Hockey players and must be colored. D6 player mouthguards must be tethered.
9. **Pool Play Rules:**
  - Points will be awarded as follows: Win = 2 points; Tie = 1 point; Loss = 0 points**TIE BREAKERS** will be determined out in the following manner:
  - a. Head-to-Head Game
  - b. Fewest Goals Allowed
  - c. Goal Differential (total goals scored – total goals allowed (the higher number wins))
  - d. Total Penalty Minutes Assessed (lower number wins)
  - e. Coin Toss by Tournament Director (in the presence of the coaches and two witnesses)
10. **Championship and Third Place Games** will follow the overtime rules as follows:
  - a. There will be a one-minute rest period.
  - b. Teams will change ends between overtime periods.
  - c. One overtime will be conducted on a 5-minute, four on four, running time and sudden death basis.
  - d. Any overtime period will be considered part of the game and all un-expired penalties will be carried to the overtime period.
  - e. If no team has scored after this overtime, a 3-player shoot-out will determine the game winner. Players in the penalty box at the end of overtime are not eligible for the shoot-out. Home team will shoot first to start the shoot-out.
  - f. If the game is still tied after the initial 3-player shoot-out, the second and ensuing rounds of the shoot-out will be sudden death after the first player from each team has had their turn. Teams must exhaust all players on their rosters (excluding goalies) before repeating any shooter.
11. **Non-Championship Round Games** (i.e. Friendship Games): Teams will be matched following pool play rules while avoiding repeat play amongst competition (Final match ups solely at Tournament Director's discretion)
12. Only Medical Trainers/Attendants, Players, Officials, & Coaches are allowed on the ice before, during and after the games.
13. The team listed first on the schedule will be the Home Team and should wear light colored jerseys. In the bracket rounds, the team at the top of the bracket will be the Home team.
14. **Sportsmanship is paramount.** Teams will not be allowed to bring trophies from previous tournaments. Fans will not be allowed to use noisemakers, clappers or cowbells. If your team has an issue, the tournament director will discuss with the manager first. If behavior continues, the head coach will be contacted. If coaches, players, parents or fans yell, swear, or threaten any refs or volunteers, including director, they will be ejected from the game. If the behavior continues, the individual will be removed from the building and suspended for the remainder of the tournament. Coaches removed for abuse of officials (game misconduct) will incur a 3-game suspension for the first offense.

