

THIEF RIVER FALLS TOURNAMENT RULES

RULES AND REGULATIONS

- 1) ALL GAMES WILL BE PLAYED ACCORDING TO USA HOCKEY RULES AS MODIFIED BY MINNESOTA HOCKEY.
- 2) ALL REFEREES ARE USA HOCKEY REGISTERED. ALL REFEREE DECISIONS ARE FINAL, NO PROTESTS ARE ALLOWED. **ZERO TOLERANCE POLICY** ENFORCED FOR ALL PLAYERS, COACHES AND SPECTATORS.
- 3) ROSTERS WILL BE SENT TO TOURNAMENT COORDINATOR - 20 PLAYER MAXIMUM PER ROSTER
- 4) TEAM CREDENTIALS – EACH TEAM MUST HAVE THE FOLLOWING INFORMATION CHECKED AND APPROVED PRIOR TO FIRST TOURNAMENT GAME.
A – OFFICIAL ROSTER
B – CANADIAN TEAMS MUST HAVE TRAVEL PERMIT
- 5) TOURNAMENTS WILL BE POOL PLAY
- 6) GAME TIMES:
A - ALL GAMES WILL BE THREE FIFTEEN MINUTE STOP TIME PERIODS
B - ALL GAMES WILL BE RUNNING TIME WHEN A SIX (6) GOAL LEAD EXISTS AFTER THE SECOND PERIOD. THE GAME WILL RETURN TO STOP-TIME IF THE MARGIN IS LESS THAN SIX (6).
C – ICE WILL BE RESURFACED EVERY TWO PERIODS.
D – A FIVE-MINUTE WARM-UP PERIOD IS SCHEDULED PRIOR TO EACH GAME. THE CLOCK WILL START ONCE THE FIRST TEAM STEPS ONTO THE ICE. PLEASE BE READY AT DESIGNATED TIMES.
E – GAMES CAN START UP TO 15 MINUTES EARLY
- 7) POOL PLAY GAMES:
A – TEAMS WILL BE AWARDED TWO (2) POINTS FOR A WIN, ONE (1) POINT FOR A TIE, ONE (1) POINT FOR A SHUTOUT. ZERO (0) POINTS FOR A LOSS.
WILD CARD TEAM CAN COME FROM ANY POOL, (IF APPLICABLE)
B – NO OVERTIMES WILL BE PLAYED IN ROUND ROBIN GAMES.
- 8) SUNDAY – CROSS-OVER GAMES – OVERTIME WILL BE PLAYED: 2-MINUTE REST THEN:
A - OVERTIMES WILL BE A FIVE-MINUTE SUDDEN DEATH PERIOD WITH FIVE SKATERS PER TEAM (5 SKATERS PLUS A GOALIE).
B - IF THE TIE IS NOT BROKEN A SHOOTOUT WILL FOLLOW TO DETERMINE THE WINNER. EACH TEAM WILL SELECT FIVE (5) PLAYERS WHO WILL ALTERNATE TAKING PENALTY SHOTS. THE VISITING TEAM WILL SHOOT FIRST. BEST OUT OF FIVE WINS. IF STILL TIED THE SHOOT-OUT WILL GO TO A SUDDEN DEATH FORMAT, ALTERNATING ONE (1) PLAYER PER TEAM UNTIL A WINNER IS DETERMINED. EACH TEAM WILL HAVE EQUAL CHANCES. PLAYERS MAY ONLY SHOOT ONE TIME UNTIL ALL ELIGIBLE PLAYERS ON ROSTER HAVE PARTICIPATED. ANY PLAYER WITH PENALTY TIME REMAINING AT THE END OF THE OVERTIME WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE SHOOT-OUT. THERE IS NO SHOOT OUT FOR 3RD PLACE AND CHAMPIONSHIP GAMES. SUDDEN DEATH 5 ON 5 UNTIL GAME IS WON.

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9) POOL PLAY STANDINGS WILL BE DETERMINED ACCORDING TO POINT TOTALS. TIES IN POOL STANDINGS WILL BE BROKEN USING THE FOLLOWING CRITERIA:

TWO-WAY TIE:

- 1) WINS
- 2) HEAD TO HEAD
- 3) GOALS AGAINST
- 4) GOALS DIFFERENCE
- 5) COIN FLIP

THREE-WAY TIE:

- 1) HEAD TO HEAD RESULTS
- 2) SUBTRACT GOALS AGAINST FROM GOALS SCORED IN GAMES BETWEEN TIED TEAMS
- 3) IF THREE TEAMS ARE STILL TIED, DIVIDE THE GOALS SCORED IN GAMES BETWEEN TIED TEAMS BY GOALS AGAINST.
- 4) IF THREE TEAMS ARE STILL TIED RESTART PROCESS AT STEP ONE USING ALL GAMES PLAYED.

NOTE: ANY TIME A TEAM IS PLACED IN THE TIE BREAKING PROCESS, THE TWO REMAINING TIED TEAMS WOULD REVERT BACK TO THE TWO-WAY TIE CRITERIA.

EXAMPLE: TEAM A SCORED 7 GOALS AND ALLOWED 4 GOALS $7-4 = +3$
TEAM B SCORED 9 GOALS AND ALLOWED 7 GOALS $9-7 = +2$
TEAM C SCORED 8 GOALS AND ALLOWED 5 GOALS $8-5 = +3$

THIS WOULD PLACE TEAM B AS THIRD PLACE AND TEAMS A & C WOULD GO BACK TO THE TWO-WAY TIE BREAKER OR HEAD TO HEAD RESULTS.

- 10) MEDICAL PERSONNEL/FIRST AID: AN ATHLETIC TRAINER, EMERGENCY MEDICAL TECHNICIAN CERTIFIED (EMT), PARAMEDIC OR MEDICAL PHYSICIAN SHALL BE IN ATTENDANCE AT ALL GAMES.
- 11) CREDENTIALS – WILL BE CHECKED BY TOURNAMENT DIRECTOR OR DESIGNATED PERSON
- 12) AWARDS: THERE WILL BE TEAM TROPHIES FOR 1ST, 2ND, 3RD PLACE FINISHERS.
- 13) JERSEYS: EACH TEAM SHOULD HAVE TWO (2) SEPARATE JERSEYS, WHITE AND DARK. THE HOME TEAM IS LISTED FIRST AND WILL WEAR THEIR WHITE OR LIGHT COLORED JERSEYS.
- 14) LOCKER ROOM ASSIGNMENTS WILL BE POSTED FOR EACH DAY.
- 15) **NO CHECKING AT THE PEEWEE, SQUIRT AND ALL GIRLS LEVELS.**