

Youth Cowbell Cup Rules

1. All Cowbell Games are played in accordance with USAH playing and rostering rules.
 - 1.1. All players must be on team's official USAH roster. A team's USAH roster can be requested.
2. Listed home team will wear light uniforms and listed visiting team will wear dark uniforms. Each association will have to change colors between games a maximum of 1 Cowbell weekend.
3. Game allotted time 60 minutes per game.
 - 3.1. Each game will begin with a 3-minute warm-up.
 - 3.2. Period length is 12-minutes for all games.
 - 3.2.1. If there is less than 17 minutes remaining for the final period, a run clock up to the time remaining minus 2 minutes will be put up. (Example allotted game time: 1:00-2:00pm, it is 1:45pm - only 15 minutes remain, a 13-minute run-time period would be played with the final 2 minutes being stop time.)
 - 3.2.1.1. Stop-time will be allowed for the final 2 minutes of play if goal deficit is 4 or less goals.
4. Each team is allowed a single 1-minute time out per game.
5. Run clock will occur at any point if deficit is 8 or more goals.
 - 5.1. In the 3rd period run-clock will occur if the deficit is 5 or more goals.
6. All goals will be recorded and reported regardless of score differential to be used in calculation of overall standings.
7. No overtime play.
8. Standings
 - 8.1. 2 points for a win, 1 point for a tie, and 0 points for a loss.
 - 8.2. The team with the most points following the conclusion of the Cowbell Cup series will be the winner of respective division. If teams are tied in points the following stats in order will be used to determine rank position.
 - 8.2.1. Head-to-head wins
 - 8.2.2. Most wins
 - 8.2.3. Goal differential
 - 8.2.4. Goals against
 - 8.2.5. Goals for
 - 8.2.6. Penalties in minutes.
 - 8.2.6.1. If teams are still tied a final championship game will be played. This game must be scheduled at the earliest availability of teams – weekdays included.
 - 8.2.6.2. The host team will be determined by a coin flip. The 2 teams are responsible for splitting the costs of this final game.
 - 8.2.6.3. Championship OT – 5player shootout. If still tied a sudden death shootout and a player can't shoot again until all players have shot.
9. All score sheets must be submitted via email to Dustin Timm – dtimm@RiderTownUSA.com – within 24 hours of conclusion of a Cowbell Cup weekend series.