

2023-2024 District Tournament/Jamboree Rules

Tournament games will be played under USA Hockey rules as modified by Minnesota Hockey and the Local Tournament committee. A current rule book and local rules will be available at the scorer's table.

Tournament games will have USA Hockey registered referees at the correct level of play. All referee decisions are final. No protests will be allowed.

Certified medical attendants will be available for all games as defined in MN Handbook.

Unsportsmanlike conduct will not be tolerated. Any player, coach or fan exhibiting unsportsmanlike behavior will be ejected from the game and / or tournament by the officials, the Tournament Director or any member of the Board of Directors and Arena Staff.

The top team in all brackets is considered the Home Team and will wear light colored jerseys. The Visiting team will wear dark colored jerseys. In the event a team does not have the correct jersey, it will be handled at the time of the game.

Resurfacing of ice. At Squirt/10U, Peewee and 12U Level play, it will be done between games. At Bantam level Play, every second period.

Each team will have five (5) minutes warm-up prior to the start of the game. Squirt and girls 10u games will consist of three (3) twelve (12) minute stop periods. Peewee and Girls 12U level play will consist of three (3) fifteen (15) minute stop periods. Bantams will consist of three (3) seventeen (17) minute stop time periods. One-minute rest period between periods. Each team will be allowed a single one (1) minute timeout per game. Tournament director may change due to time restraints at his/her own discretion.

During the 3rd period, run time will commence if there are time constraints or whenever the goal separation is 6 goals or more. Clock time will change from "stop time" to "running time" when the difference in goals is six and will remain as long as the difference is six or more in the third period only. Clock time will revert to "stop time" when the difference in goals is four or less. In "running time" mode, the clock will be stopped only for an injury, reporting a goal, if the puck goes out of play, or at the referee's discretion. The clock will resume at the face-off.

Penalties for squirt/10U girls, peewee and 12U games will be 1.5 minutes for a minor; 5 minutes for a major and 10 minutes for a game misconduct. Bantams games will be 2 minutes for a minor; 5 minutes for a major and 10 minutes for a game misconduct. There will be a maximum of 4 penalties per player per game. That player will then set the remainder of the game along with their next game. All other penalties will be enforced at the referee's discretion. Fighting penalty will warrant expulsion from the tournament along with 3 game suspension. Sparring, butt ending, or intent to injure, will be dealt with according to USA Hockey guidelines, and at the referee's discretion. This tournament will follow MN District 4 rules in regard to game misconduct, game ejections or game fighting penalties. There are no appeals for these infractions. ALL DECISIONS OF REFEREES ARE FINAL, NO PROTEST WILL BE ALLOWED....

Point System/Tie Breaker Rules: If the tournament format is a "round robin" format with two (2) points being awarded for a win (with an additional point (1) awarded for a shutout), and zero (0) for a loss, one (1) point for a tie. If at the end of Round Robin Play, there is a tie in point standing, the tie will be broken down in the following order.

- 1) Head to Head play.
- 2) Goals scored against, subtracted from goals scored, positions in order of greatest surplus, with a maximum of 6 goals counted in any one round robin game.
- 3) If still tied, teams will be placed by the least amount of penalty minutes per team in all tournament games.
- 4) If still ties, Coin toss.

In finals games, if a tie exists at the end of regulation play, there will be a 1 minute rest period followed by a 5 minute sudden death period, if tie still exists, there will be a one minute rest period, teams will switch ends of ice, followed by a 5 minute 4 on 4 sudden death period. If a tie exists after the second overtime period each head coach will select 5 players to participate in a shootout, with teams alternating shots, starting team will be the visiting team, until a winner is determined, no player may shoot twice until entire bench has shot. In all matters not covered above, decisions made by the Tournament Director are final.

The entry fee for Squirt and 10U is \$850, Peewee, 12U, and Bantam is \$1000.

Spectator Fee:

- No spectator fee as it is included in the tournament registration fee.

All players must wear approved helmets, face masks, and mouth guards. No persons other than certified coaches or rostered players are allowed on the player bench. Any player not suited for the game must wear an approved helmet while on the player bench.

Each team is responsible for adult locker room supervision at all times while at the Arena.

No parents/spectators are allowed on the ice surface at any time before, during, or after the games per USA Hockey guidelines. This includes the taking of pictures on the ice after a game. Pictures will need to be taken from behind the glass.

In all other matters not covered above the Tournament Director Decisions will be final.

Mini Mite / Mite Jamboree

- No scoring or team standings will be kept.
- Games will consist of three (3) 12-minute run time periods.
- All games will be played on ½ sheet of ice.
- Line changes will occur every two (2) minutes. There is no change on the fly.
- Registration is \$500.
- No spectator fees will be charged