

Marquette Iron Sticks Fall Classic Hockey Tournament

Tournament Rules

#MIT2053680627

Marquette Junior Hockey Corporation (MJHC) has adopted a **Zero Tolerance Policy** outlined by USA Hockey and MAHA for all tournaments. Unsportsmanlike conduct, berating officials, players, or coaches will not be tolerated. The Marquette Iron Sticks Fall Classic Tournament will also fall all USA Hockey and MAHA rules and guidelines.

Acceptance

- All teams must be USA Hockey or CAHA registered. MJHC must have a copy of your USA Hockey or CAHA roster and entry fee prior to the tournament date.
- The Tournament Coordinator will select all teams to participate in the tournament. All decisions are final. Any team not accepted will be refunded the tournament entry fee.
- Tournament fees: \$1050 10U (Squirts), \$1200 12U (Peewees), and \$1350 Bantams. Any organization that enters multiple teams, in different age groups, will receive a discount of \$50 per team.

Tournament Rules

USA Hockey and MAHA Rules will govern play.

Games

Games will begin at 2 pm EST on Friday, October 11th, 2019.

Four (4) game guarantees in all divisions

- Squirts (10 U): 12 minute periods, stop time, with 1 minute break between periods, no resurface
- Peewees (12 U): 15 minute periods, stop time, with 1 minute break between periods, no resurface
- Bantams (14 U): 17 minute periods, stop time, with 1 minute break between periods, resurface after 2 periods

Six (6) team divisions: split into two 3 team divisions. Round robin format- each team plays the teams in the other division (3 games). All 6 teams are then ranked in order based on the points accumulated in pool play. The top 4 teams advance to the semi-finals games. The bottom two teams will play in a consolation game. The winners of the semi-final games will advance to the championship game.

Home teams will be the first team listed for each game. The home team will wear white/light colored jerseys and the away team will wear a dark color.

Six (6) goal differentials will be used in tie breakers. After a 6 goal difference is reached in the 3rd period, **Running Clock** will start. Running time will stop for injuries and when a 5 goal difference is reached.

Time-outs: Each team will be granted one two (2) minute time-out in Semi-finals or Championship games.

No overtime in Round Robin play.

Overtime in Semi-finals and Championship game: 5 minute sudden death overtime period. If still tied, a five person shootout will commence. If still no winner, a sudden death shootout will begin until a winner is decided.

Round Robin points:

Win= 2 points, Tie= 1 point, Loss= 0 points

Tie Breakers

Max of six (6) goal differential will be used

- Head to Head competition, if applicable
- Goal differential
- Goals allowed
- Goals scored
- Least penalty minutes
- Coin toss