

DISTRICT 9 TOURNAMENT RULES AND REGULATIONS – 2020/2021

The District tournament is sanctioned by Minnesota Hockey and conducted by a selected host who will act as Tournament Director, in accordance with a contract executed with Minnesota Hockey. All games will be played under and in accordance with the rules of USA Hockey and Minnesota Hockey Youth Rules and Regulations.

COVID-19: District 9 Hockey will follow the rules and guidelines as stated in MN Hockey's Phase 5 (https://cdn3.sportngin.com/attachments/document/5038-2328836/Minnesota_Hockey_Return_to_Play_Phase_5_FINAL_Jan12.pdf) and supersede some of the rules below. See bottom of page for MN Hockey's Phase 5 highlights.

Rosters:

- Please submit rosters with the numbers to the tournament chairperson by **Tuesday, March 9th. Each tournament has an online registration process.**
- Rosters will be limited to 20 players
- Only those listed as a coach or player on the team's USA Hockey Roster will be allowed in the player's box during the game.

Entry Fee:

\$650.00 per team and \$300.00 gate fee for Bantam, Peewee and Girls 12u. Fees for Squirts and Girl's 10u are \$550 per team and \$250 gate fee. Payment must be received by the 1st game of tournament. Team entry fee is payable to the host association.

NOTE: Failure to submit payment prior to the first game could result in that team's disqualification from the tournament.

Sign In:

Team Rep (Coach or Manager) **MUST** sign-in sixty (30) minutes prior to their first game for roster verification.

Credentials:

The following items MUST be submitted by each team to the tournament chairperson for review and approval by the District Director or designee prior to their first tournament game. Failure to comply shall result in forfeiture of that team's first game.

- USA Hockey Player / Coach Roster stamp by respective MN Hockey Associate Registrar or other person authorized by USA Hockey.
- Residency waivers for all players on the roster not residing in the team's natural hockey community.
- An approval letter from the Minnesota District Registrar for any player rostered in a younger age group than is implicit based on the player's birth date.
- CEP (Coaches Education Program) – See Approved Roster for verification (Coaches Section on bottom of Roster).

Format: The competition format will be in accordance with the format established by District 9. Tournament host have no authority to make modifications to the format, without the expressed permission of the District Director, and/or the District Tournament Coordinator.

Awards: Awards will be distributed to the Tournament Champion players; team awards will also be given.

Resurfacing: The ice shall be resurfaced before each game and at intermission between the second and third periods. **Amendment due to Covid: See Below**

If the game goes into overtime, resurfacing shall occur at the end of the second overtime period and at the end of every three overtime periods thereafter. An exception will be made to resurfacing for tournaments that do not have Thursday games, which all 4 first round games are played on the same sheet in one night. For these games, resurfacing will be at the beginning of each game only.

Warm Ups: Five (5) minutes before the start of each game.

National Anthem: To be played prior to the 1st game each day, following the introduction of the teams. Both teams are to be on the ice, facing the flag, with helmets off.

Playing Time: Refer to Minnesota Hockey Handbook, page 31, (I) Playing Time.

Playing Rules: USA Hockey Rules, as modified by MN/Hockey. Refer to MN/ Hockey Handbook, specifically PG 27,

Playing Rules, PG 30, Tournaments, and PG 41, Tournament Supplement

1. Games for Junior Gold and younger will consist of three 15 minute periods of actual playing time. Start times shall

be scheduled at two (2) hour intervals (minimum). In District tournament play, games for Junior Gold and younger will consist of three 12 to 15 minute periods of actual playing time as determined by the cognizant District director.

2. During District, region and state tournaments, running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6), stop time shall again begin.
3. Where running time is used in District, region or state tournament play, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. Penalties shall begin at the faceoff immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
4. Any player receiving 5 penalties in a single game will be ejected for the remainder of that game. They will be given a game misconduct and will also be required to sit the next game. If the game they earn the game misconduct is their last game, this penalty will carry over to the following season.

Breaking of Ties

1. In case of a tie at the end of the regulation playing time in region or state tournament games, the teams shall change goals after the third period and stay that way through all overtime periods. Sudden victory overtime play shall ensue using the following format.

- a. Two (2) minute rest
- b. First overtime period – ten (10) minutes – five on five
- c. Two (2) minute rest
- d. Second overtime period – ten (10) minutes – five on five
- e. Resurface the ice
- f. Remaining overtime periods - ten (10) minutes - five on five followed by two (2) minute rests. In the event of a penalty, regular game rules would apply.
- g. Resurfacing shall occur at the end of every three overtime periods thereafter

This plan of play shall continue until one team scores. If the teams remain tied after three ten-minute periods of sudden-victory over time, the tournament director, in the best interest of the tournament, has the option of calling the game and playing it off at a later time.

Time-Out: Each team is allowed one time-out per USA Hockey rule 637 [e]

Referees: All on-ice officials will be registered with USA Hockey and will display the USA Hockey patch on their sweaters. All decisions of the referees are final.

Medical: Qualified medical personnel, as outlined in [M] page 31, of the Minnesota Hockey Handbook, will be present at each game.

Goal Judges: Goal judges, optional Districts, Regional and State Tournaments.

Uniforms: The highest seed team in a playoff game will be designated the home team and will wear their light colored jerseys and have the last line change. Teams not having contrasting colored jerseys are required to notify the tournament chairperson prior to the start of the tournament.

Note: Each team is required to bring **both sets of jerseys to each game. Reference Minnesota Hockey**

Handbook, page 30, (G).

Conduct A: Fighting during any game in this tournament will not be tolerated. Referees are instructed to eject any player who drops his/her stick or gloves or otherwise engages in fighting, regardless of provocation. Flagrant fighting, with deliberate action to injure, determined at the sole discretion of the Referee-in-charge, will result in the disqualification of the offending player from the entire tournament.

Conduct B: This tournament will strictly enforce the policies by USA Hockey for Zero Tolerance, Sexual Abuse and Physical abuse. Any player, coach or fan that is ejected from any game for disputing the calls of referees and/or tournament officials, taunting players and/or coaches, using profanity and/or obscene gestures or any other acts of inappropriate conduct will be barred from entering the arena [s] for the balance of the tournament. Team Managers and/or coaches are responsible to communicate this ruling to their fans.

Protests: Refer to Page 30, Section IX. Protests on page 30 of the Minnesota Hockey Handbook

PHASE 5 RETURN TO PLAY RULES & GUIDELINES - UPDATED JAN 12TH

PHASE 5 TO START JANUARY 14

Minnesota Hockey today announced its guidance for Phase 5, which will go into effect on Thursday, January 14 when games may resume. Key highlights of Phase 5 include:

- One spectator per player may be allowed at practices but should still be limited as much as possible.
- A maximum of two spectators per player will be allowed for games, with exceptions for parents or guardians who must bring in young children.
- **Locker Rooms approved to be used. Locker Room Protocol: Locker Rooms will be allowed during Phase 5 (Skates On & Off only w/ exception of Goalies). Players must comply with marked seating areas within the facility (chairs / benches outside Locker Rooms when needed) and maintain social distancing.**
- Players (**masked**) should arrive at the rink no more than **10 minutes** before the start of on-ice activities. Anyone arriving earlier than 10 minutes before their start time should wait outside of the facility and social distance from others. Goalies will be allowed to enter the arena 15 minutes prior to the start of their scheduled ice time. Arena Staff and Coaches / Managers / Team Reps will monitor accordingly.
- Players (**masked**) should arrive at the arena fully dressed (Small drawstring bags or small backpacks may be utilized to help carry in smaller items and store personal belongings for example medications, phone, keys, water bottle, etc.), otherwise carry in balance of equipment & stick). **Hockey Bags are not allowed during MN Hockey Phase 5 Return to Play for the exception of Goalies (arrive 1/2 dressed). Clothed Face Coverings are now required for all on ice activities (Games & Practices) per Phase 5. Minnesota Hockey recently approved the CCM Game On in-helmet facemask (<https://ccmhockey.com/en/product/accessories/player/facemasks-and-more/skater-game-mask>) or the Bauer Concept 3 Face Shield & Splash Guard (<https://www.bauer.com/en-US/hockey-helmets/facial-protection/concept-3-splash-guard-655630.html>) as alternative to a cloth face covering . If you opt for the in-helmet mask, it needs to be worn when you enter and leave the building.**
- Three coaches will be allowed on the bench during games
- No resurfacing during games (between periods).
- Tournaments may occur.
- Inter-state travel must be approved by the appropriate District Director and is strongly discouraged, with the exception of border towns.

The complete Phase 5 Return to Play Rules & Guidelines document is available [here](#). The latest youth sports guidance from the Minnesota Department of Health is available [here](#).

As the entire state looks forward to resuming games this week, it's important to stay vigilant in regards to limiting social gatherings that often accompany games and

tournaments. We recognize these are among the most cherished parts of the hockey experience, in large part because of the memories made off the ice. However, many of the activities we value so much also involve the greatest risk of COVID-19 transmission and have the potential to negatively impact the rest of the season.

Minnesota Hockey encourages everyone to be a good teammate, not only for their team, but the entire state by avoiding or at least limiting travel on buses, team dinners or gathering at restaurants, bars or in hotels, ride sharing and similar activities, in addition to following the protocols in Phase 5.

A special thank you to all of the players, coaches, officials, volunteers and parents making extraordinary sacrifices on and off the ice this season and we wish everyone the best of luck as we drop the puck on games again