

Our sincere thanks to Minnesota Orthodontics, our 2026 Cowtown Classic Tournament Sponsor!



At Minnesota Orthodontics, our team provides comprehensive orthodontic care to patients of all ages. Our practice is family and patient-oriented, putting you at the forefront of everything we do. That means creating personalized orthodontic treatment plans based on your unique lifestyle, timeline and budget – helping you achieve the healthy, beautiful smile you’ve always dreamed of faster than you ever thought possible.

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## Tournament Regulations

### General Rules

1. All games will be played under USA Hockey Rules, as modified by MAHA and the South St. Paul Youth Hockey Association.
2. Only USA registered referees will be officiating.
3. All periods will be 12-minute stop time. One-minute rests between periods and no resurfacing.
4. A maximum of twenty (20) players may be on the roster and dress by each team for each game. A maximum of four (4) adults (coaches and/or managers) will be allowed in the player's box.
5. Properly certified team rosters must be submitted to the tournament officials at registration.
6. All individuals connected with the tournament shall not be liable for any injuries sustained to players, coaches, managers and spectators during the tournament.
7. All players are required to wear HECC approved helmets and face masks. Mouth guards and neck guards are to be worn by all USA Hockey Players.
8. A certified emergency medical technician will be in attendance at each and every game.
9. Coaches, managers and others are not to help the injured player unless directed by the attending EMT.
10. Each team should be in their locker room 30 minutes prior to the starting of each game, ready to go on the ice after resurfacing. All teams should be ready to play 10 minutes prior to game time in case the tourney is running ahead of schedule.
11. Four (4) minute warm-up for both teams will precede each game.
12. Running time will be used whenever a goal differential of five (5) or more occurs in the game. If the goal differential becomes less than five goals, stop time will resume.
13. Each team will be allowed one (1) one-minute timeout during each game, excluding shootouts.
14. For pool play, games that end in a tie will remain a tie with each team earning one (1) point.
15. For bracket play, games that end in a tie will follow the procedures below:
  - a. There will be a one-minute rest period.
  - b. The teams shall not change sides.
  - c. A five-minute stop time shall be played with three on three format.
  - d. Any overtime will be considered part of the game, and the unexpired penalties will carry over to the overtime period.
  - e. The game will terminate when a goal is scored, and the scoring team declared the winner.
  - f. If the above-mentioned procedure does not break the tie, the game will move to a shootout.

## **Shootouts**

In the event of a tie game follow one sudden death overtime period, the following shootout procedure will be used:

1. Players will begin from the red line.
2. Only one (1) shot allowed (no rebounds).
3. If the shooter loses control of the puck it will count as shot on goal.
4. The goalies will remain in the net they ended the game in.
5. Round One:
  - a. Three (3) players from each team will participate in the first round.
  - b. Shooters will alternate with the visitors shooting first.
  - c. If following the first three shooters per side the tie still stands, the shootout will move to Round Two.
6. Round Two:
  - a. One (1) player from each team, not already utilized in Round One, will shoot on the opponents' goaltender.
  - b. The visitors will be the first to shoot, with the home team shooting second.
  - c. If one team scores and the other doesn't, the scoring team will be the winner.
  - d. If the tie, however, isn't broken one (1) more shooter from each team (not already utilized) will shoot on the opponents' goaltender, with the visiting team shooting first.
  - e. This format will continue until a winner is determined established.
  - f. Players may not shoot a second time, during the shootout, until all other eligible skaters have shot at least once.
  - g. Once all rostered skaters have taken at least one shot in the shootout, teams can utilize whichever rostered player they'd like, as many times as they'd like until the shootout commences.
  - h. Any player with time remaining on his/her penalty when the four (4) on four (4) play is completed will not be allowed to participate in the shootout.

## **Penalty Time**

1. All minor penalties will be one and a half (1.5) minutes.
2. All major penalties will be five (5) minutes.
3. Misconduct penalties will be ten (10) minutes.
4. Fighting will result in an automatic game misconduct
5. A second misconduct during the course of the tournament will result in the automatic suspension of the player for the remaining of the tournament.
6. Referees are instructed to eject from the tournament any player who engages in fighting or deliberate action to injure, regardless of provocation.
7. Any abusive language or conduct directed to the game officials by the players, coaches, managers, parents or spectators will result in a one and a half minute minor penalty plus a game misconduct, or at the referees' discretion.
  - a. If occurring after the game the player(s), coach(s), or spectator(s) will be out for the next game, including the removal from the arena depending upon the severity of the offense.
8. All decisions of the referees are final judgment calls and cannot be challenged. No tournament official can overturn a decision made by the referee.

