

Thunder In the Hills
Rapid City, South Dakota
Squirt Tournament Rules
December 5-7, 2025

1. **Unless otherwise noted, U.S.A. hockey rules will be followed.**

2. **Referees:** U.S.A. Hockey registered officials will be used. Decisions by the referees and scorekeepers are final. No protest system will be allowed.

3. **Team Rosters:** All teams and players must be registered with USA Hockey and birth certificates must be verified with the signed USA Hockey roster. All players must adhere to USA Hockey equipment requirements, which include wearing mouth guards. Any player sitting on the bench will be counted as a roster player whether dressed for play or not. Players sitting on the bench or in the penalty box must wear helmets at all times. Teams must have the following credentials available upon request of the tournament: Player Consent to treat forms, USA Hockey Roster, coach certification numbers.

4. **Coaches:** Only coaches listed on the certified USA hockey roster will be allowed on the bench. Coaches may request access to the RHA dryland area from the concession stand for warmups. Coaches must be present when players are in dryland areas.

5. **Sportsmanship:** Fighting, abusive behavior or unsportsmanlike conduct by players, team officials or spectators will not be tolerated, either on or off the ice. This will be grounds for removal from the tournament. The referees shall have the option of ending any game should they feel that the players or the officials are in danger. In such a case, the tournament director or representative and/or on-ice officials will determine the outcome of the game.

6. **Locker Rooms:** Players must have adult supervision while in the locker rooms - coach or SafeSport certified parent. Locker rooms are available 45 minutes prior to game time and should be cleared within 30 minutes after game completion. Coaches are responsible to make sure that locker rooms are clean upon completion of each game.

7. **All teams are guaranteed four games.** Provide 24 game roster stickers upon arrival - 4 per game- at check-in. Recommend a fifth set of stickers be available in the event of an additional game. The schedule allows for 4 games per team. You may need a Team parent to run the penalty box for their team during games if one is not available.

8. **Length of Games:** Games will consist of three 12 min periods. Games will start with a 3-minute warm-up at the time designated in the schedule. There will be a 2-minute rest time between periods 55 min total time. (60 min max) Each team will have 2 timeouts per game.

9. **Overtime periods:** There will be no overtime in pool play. Games can end in a tie. On Day 3, a 5 min OT followed by a 3 skater shootout will be used to determine the game winner. If no game winner is determined after a shootout, the shootout will continue in "sudden death" until a winner is determined.

10. **Penalties:** All minor penalties will be **1:30 minutes** in length. All major penalties will be **3:00 minutes**. Misconduct penalties will be **8:00 Minutes**. A player having **four** penalties in a game will be ejected from that game. The player is eligible to play in the following games. Any player assessed a match penalty will be ejected from the tournament. Any fighting, before, during or after games, will result in ejection from the tournament.

11. **Ice Resurfacing:** Ice will be resurfaced after every game.

12. **Tournament Format:** A point system will be used to determine seeding for day 3

- SHUT OUT = 3 points, WIN = 2 points, TIE = 1 point, LOSS = 0 point

Ties: In the event of a tie in points to determine seeding, the tiebreakers will be as follows, in this order.

1. Points
2. Head to head victory
3. Fewest goals against
4. Most goals for
5. Fewest penalty minutes
6. Coin flip