

Rules of Play

1. Point System
 - a. 2 points for a win in regulation
 - b. 1 point for a tie
 - c. 0 points for a loss
2. Period Times
 - a. All games will be three (12) twelve-minute stop time periods
3. Ice will be made after every game
4. USA Hockey rules govern play
5. Minor penalties will be 1:30
6. No time outs are permitted in round robin play, but are allowed for Sunday playoff games
7. Five goal differential in the third period will cause the clock to run for the duration, regardless of scoring
 - a. Referees may stop the clock for injuries or another reason at their discretion
8. Ejected players or coaches may not return to the team bench or locker room areas and may be asked to leave the arena

**** TOURNAMENT OFFICIALS RESERVE THE
RIGHT TO CHANGE OR ADAPT ANY
TOURNAMENT RULES AT ANY TIME****

Seeding for Championship Sunday

Total points after round robin play will determine standings. Should teams remain tied; the following steps will be used: For a tie with three or more teams, proceed through the following steps until one team is eliminated, then return to Step A for remaining teams.

- a. Standings-most points
- b. Head-to-head results (if applicable)
- c. Most Wins
- d. Highest goal differential (goals for/goals against) –maximum allowed per game is six (Goals scored above 6 goal differential will not be counted or credited)
- e. Lowest goals against
- f. Fewest penalty minutes
- g. Most periods won
- h. Quickest first goal

If any teams remain tied, Tournament Director will flip a coin to determine higher seed or use another appropriate method

Deciding Games Tied After Regulation on Championship Sunday

1. Consolation and Third Place Games

- a. Teams will play 4-4 plus goalie and will defend their third period net in a five (5) minute stop-time period
- b. The team who scores first wins the game
- c. Should no team score, for the second overtime teams will switch ends, and the goalies will be removed from the ice and teams will play 4-4 with no goalies. No player may be granted goaltender privileges.
- d. Teams will play a three (3) minute stop time period
- e. To score, the offensive team must bring the puck inside the offensive blue line before shooting
- f. Should a player score off a shot or errant pass from outside the blue line, it will be treated similar to an icing and the ensuing face-off will be inside the offending team's defensive zone 1. However, if the puck goes off a member of the defensive team, the goal will count
- g. Successive three-minute OT's will continue to remove one skater from the ice each OT period until teams are playing 2-2.
- h. Teams will play shorthanded as a result of any penalties until they are playing 2-2, at which point the team will not play shorthanded, but the offending player will not be permitted to return to the game. This includes a player who was called for a penalty in the overtime while playing 3-3 and whose penalty time carries over into the fourth overtime period

2. Championship Games

- a. Should a game end in a tie after regulation, there will be a single five (5) minute stop-time sudden death overtime period and teams will play 4-4 plus goalie and defend their third period net
- b. The team who scores first wins the game
- c. Should no team score in the first sudden death overtime teams will switch ends and play a second five (5) minute stop time sudden death period
- d. Should no team score, for the third OT teams will switch ends again, and the goalies will be removed from the ice and teams will play 4-4 with no goalies. No player may be granted goaltender privileges
- e. Teams will play a three (3) minute stop time period
- f. To score, the offensive team must bring the puck inside the offensive blue line
- g. Should a player score off a shot or errant pass from outside the blue line, it will be treated similar to an icing and the ensuing face-off will be inside the offending team's defensive zone
- h. However, if the puck goes off a member of the defensive team, the goal will count
- i. Successive three-minute overtimes will continue to remove one skater from the ice each overtime period until teams are playing 2-2
- j. Teams will play shorthanded as a result of any penalties until they are playing 2-2, at which point the team will not play shorthanded, but the offending player will not be permitted to return to the game. This includes a player who was called for a penalty in the overtime while playing 3-3 and whose penalty time carries over into the fifth overtime period