

District 16

District Tournament Rules

1. **Tournament Rules:** All District tournaments will be conducted under **USA Hockey** Rules as modified by **Minnesota Hockey (MH)** in the MH Handbook, and the exceptions listed here.
2. **Tournament Directors:** The tournament director will have the final decision on any situation not covered in the rules. The District Director, the Assistant District Director and/or the District Tournament Coordinator can assist the Tournament Director if needed. *TOURNAMENT DIRECTORS are assigned at the District seeding meeting and are approved by the District Director or assistant District Director.* (Approved May 2014)
3. **No Protests** – There will be no protests allowed in District Tournaments. Should a situation occur that the Tournament Director seeks assistance in handling, the District Director, Assistant Director and/or the District Tournament Coordinator can act via telephone to assist with resolving an issue. The District Director has the power to issue a sole ruling on any issue. (Approved May 2014)
4. **REFEREES:** Referees will have the final say on all calls. USA HOCKEY registered referees will officiate all games. Final decision on who is assigned to referee any district tournament game will be made by the District Referee-in chief.
5. **Game Times:** Bantam and Pee wee games will consist of three (3) *seventeen (17)* minute, stop time periods. Girls 15U, Girls 12U, Girls 10U and Squirt division games will consist of three (3) *fifteen (15)* minute periods. (approved in May 2014) Overtimes: see Section 10. Minor penalties in all games will be two-minutes in length.
6. **Running Time:** Running time will be used whenever a goal differential of six (6) goals occurs in the third (3rd) period. If the goal differential becomes less than six (6), stop time shall again begin. When running time is used, 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 face-off immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
7. **ICE SURFACING:** Fresh ice will be provided for the 1st and 3rd periods, with warm-ups taking place on the old ice when possible if teams are ready and the three (3) hour wait rule allows it. 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. If the game schedule gets more than one-half (½) hour behind the tournament format, tournament director(s) reserve the option to go to resurfacing every two periods of play. (It is highly recommended that fresh ice be made available for the start of each game and then resurface after the second period for each game. The Championship game should follow this procedure. If due to the number of games this is not possible for all games, ice resurfacing must occur every two periods.)

8. **Home Team:** The Home Team will be the higher number seeded team based on district standings as determined at the District seeding meeting. Number 1 seed is the highest seeded team in each tournament.
9. **Jerseys:** HOME TEAMS will wear light-colored jerseys.
10. **BREAKING OF TIES: Applies to all levels of play.**

The teams shall not change goals, and after a two (2) minute rest, sudden-victory overtime play shall ensue for a ten (10) minute period – five on five. If neither team has scored during the ten (10) minute period, there will be a two (2) minute rest period followed by another ten (10) minute sudden-victory period – five on five. This plan of play shall continue until one team scores. If after three (3) ten (10) minute periods of sudden-victory overtime play, the teams remain tied, 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.
11. **Medical Personnel:** A proper medical attendant will be present **at each tournament game** as required in the MH Tournament Handbook. Medical attendant will include but is not limited to:

A Certified Athletic trainer, Emergency Medical Technician (EMT), paramedic, or medical or osteopathic physician, and registered nurse. This group shall include a licensed health care professional, a certified athletic trainer, and any additional persons who have successfully completed and maintained certification for programs conducted by the Red Cross or the American Heart Association for ALL of the following:

 1. AFORE (Advance First Aid)
 2. Cardiopulmonary Resuscitation (CPR)
 3. BLA (Basic Life Support)
12. **Team check-in:**

A credentials person (committee) shall check each team’s credentials prior to playing their first game. The only credentials item now required is the teams approved USA Hockey roster. Any team that does not have this roster is not allowed to participate in the tournament.
13. Only the players and coaches (excluding managers) listed on the official USA Hockey Roster or a replacement coach(es) approved by the district director are allowed to be on the bench during the tournament. Managers are not allowed on the bench. All players on the bench, including players not dressed to play in the game, must wear a helmet/face mask and team jersey.
14. Suspended players or team officials are not allowed to participate in any team activities including being in the locker room or on the player’s bench.
15. All players’ jerseys in all Youth and Girl’s divisions must have a “stop patch” displayed in the upper center on the back of all jerseys. This patch may be sewn or silk screened on the jersey. If a loss of the patch occurs, the player will be given ample time to replace the patch or allowed to continue without the patch until the next game.

16. The three-man system (one referee, two linemen) will be used in the Bantam A, Bantam B and Pee wee A tournaments. If a scheduled official fails to appear or is injured during the game and no replacement official is available, the game may continue using the two-official system. A minimum of two referees are required for ALL District games.
17. All referees must be registered with USA Hockey at Level 3 or Level 4 to officiate District Tournament games or be approved by the District Director or the District Referee-in-Chief.
18. The National Anthem will be played before the first game of the day and prior to the championship game in all district tournaments. ALL players and coaches MUST stand and remain standing until the National Anthem is finished. Failure to stand during the anthem will result in a team forfeit of the scheduled game.
19. Racial and/or harassing conduct of any kind will not be tolerated.
20. Each team is responsible for the conduct of its spectators. Coaches should advise their parents and other fans of the conduct rules.
21. If spectator conduct becomes so abusive that, in the referee(s) opinion, is it distracting from the game or inciting the players, the referee(s) may stop play and:
 - a. Ask the head coach to control their spectators
 - b. Ask the head coach to request specified individuals to leave the arena.
 - c. Disruptive use of artificial noisemakers will be considered abusive conduct.
 - d. Possession of a device that could be deemed detrimental to the players or to the conduct of the game, such as laser pointers, will be considered abusive conduct and shall be reported to local law enforcement officials.
 - e. In the case of MH District 16 playoffs; designated district personnel or the tournament director(s) shall have the authority to take action as necessary to control spectator conduct.
22. **Gate Fees:** District 16 will use the same fees as established by MH for region play-offs. (adopted at the Winter Meeting 2006)
23. **Tournaments and Awards:** The District will provide trophies for all first and second teams in all District Tournaments. Trophies will be ordered by the association that hosts Bantam A Districts and made available at the district seeding meeting. There will be no all-star or MVP awards given.

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