

SCM YOUTH HOCKEY

I-94 CHALLENGE 2026 TOURNAMENT RULES

TOURNAMENT RULES:

- All tournaments will be MN Hockey sanctioned.
- USA Hockey registered Officials will be used for each game. Scheduling of referees will be done in accordance with MN Hockey & District 15 requirements.
- All games will be played under USA Hockey rules as modified by MN Hockey.
- Certified medical attendants will be provided for each game for Squirt – Bantam levels.
- Teams must check-in at the tournament table a minimum of 1-hour prior to their first scheduled tournament game.
- Tournament rosters will be checked for compliance with your official USA Hockey Roster.
 - Each team will furnish a team roster to the Tournament Director prior to the start of the first game of the tournament.
 - A maximum of 20 players will be allowed on the roster which includes goalies.
 - Only 4 coaches or managers, listed on the official USA Hockey Roster, are allowed on the bench for games.
- All participating players must wear USA Hockey approved protective equipment including helmets with face masks, mouth guards, and neck guards.
- Abusive language or unacceptable conduct will not be tolerated from players, team officials or fans.
- Each team must provide their own insurance. The Sauk Centre-Melrose Youth Hockey Association or personnel connected with the tournament shall not be liable for any injuries sustained during the tournament.

TOURNAMENT CONDUCT:

All players, coaches and spectators are expected to demonstrate good sportsmanship. Cheer on your teams but be respectful of officials, tournament officials and the other teams and their fans. Coaches will be held responsible by the referees for the behavior of their fans. Tournament officials will be monitoring each game. Spectator behavior complaints should be made to the tournament officials located in the lobby of the Sauk Centre Civic Arena. Any complaints about officiating must be initiated by the Head Coach of the team only and will be referred to the District 15 Chief of Officials.

COACHES & TEAMS:

- Coaches will be accountable for the conduct of players in the Sauk Centre Civic Arena.
- No defacing locker rooms or any SCM Youth Hockey property.
- Coaches will be held accountable for the conditions of their assigned lockers rooms. Locker rooms must be left clean. All garbage must be picked up and disposed of properly.
- No taunting or unsportsmanlike behavior towards players, referees, or fans.
- No profanity will be tolerated.
- Music is allowed in the locker rooms at a reasonable volume. Outside of the locker rooms, only tournament provided music is permitted.

PERIOD LENGTH - GAME FORMAT:

- All games will be played at the Sauk Centre Civic Arena (with prior notice, the Long Prairie Arena will be used as a back-up site).
- Teams must be ready to play 20-minutes prior to scheduled game time.

- Teams listed as the Home team on the schedule should wear light color jerseys.
- 5-minute pre-game warmups for all levels.
- Teams will be allowed one 60 second timeout during regulation time. An additional timeout will be allotted to each team if games go to overtime (Sunday/Playoff games only).
- **Squirts:** Games will be 15-minute stop time periods. 2-minutes rest between periods on the bench. Ice will be resurfaced after each game.
- **PeeWees:** Games will be 15-minute stop time periods. 2-minutes rest between periods on the bench. Ice will be resurfaced every two periods (some games will start on dirty ice with a resurface after the 1st period).
- **Bantams:** Games will be 17-minute stop time periods. 2-minutes rest between periods on the bench. Ice will be resurfaced every two periods (some games will start on dirty ice with a resurface after the 1st period).
- **Running Time (all levels):**
 - Running time will be applied in the third period if there is a goal differential of 6 or more goals. Running time will be applied in the second period if there is a goal differential of 10 or more goals. Time will revert to stop time if the goal differential falls below 6 goals.
 - Clock will stop only for timeouts taken, injuries, or at the discretion of the game officials.
 - Penalties shall only be entered with the penalty time starting with the next puck drop.

PENALTIES:

- Minor Penalties will be 1:30- minute stop time for Squirt/ PeeWee games unless the game is in running time, then penalty will be 1:30-minute running time at the start of the next faceoff.
- Minor Penalties will be 2-minutes stop time for Bantam games unless the game is in running time, then penalty will be 2-minutes running time at the start of the next faceoff.
- 5-minute major penalties & Game Misconduct will be assessed for checking from behind & boarding, charging where head contact occurs headfirst into the boards/goal frame and/or injury has resulted.
- If a player receives a Game Misconduct penalty, they will be suspended from the current game and next tournament game.
- If a player receives a Fighting or Match Penalty, player will not be allowed to play in any remaining tournament games.
- Penalties will be consistent with MN & USA Hockey Rules.

TOURNAMENT FORMAT:

- Pool Play:
 - 8-Team Pool Play tournament will consist of 2 pools of 4 teams. All teams guaranteed 3 pool play games & 1 medal round game.
 - 6-Team Pool Play tournament will consist of 1 pool of 6 teams. All teams guaranteed 3 pool play games & 1 medal round game.
 - 5-Team Pool Play tournament will consist of 1 pool of 5 teams. All teams guaranteed 4 pool play games. Top two seeds will play for Championship, 3rd place will be awarded based on pool play points.
 - 4-Team Pool Play tournament will consist of 1 pool of 4 teams. All teams guaranteed 3 pool play games & 1 medal round game.
- Pool play games will be played to a Win, Loss or Tie, there will be NO overtime in pool play.
- Pool Play points will be awarded this way:

- 2-points for a win.
- 1-point for a tie.
- 1-point for a shutout.
- 0-points for a loss.

POOL RANKINGS FOR SUNDAY GAMES:

- All Pool Rankings will be determined by:
 1. Total Points
 2. Head to Head Competition
 3. Total sum of goal differential
 4. Total fewest goals allowed
 5. Total highest goals scored
 6. Fewest penalty minutes
- A 10 goal max differential will be used in all games for pool rankings.
- For 8-Team:
 - The top pool winners will advance to the Championship game; the #1 seed from pool A plays the #1 seed from pool B.
 - The second-place pool winners will advance to the 3rd place game; the #2 seed from pool A plays the #2 seed from pool B.
 - The third-place pool winners will advance to the 5th place game; the #3 seed from pool A plays the #3 seed from pool B.
 - The last place pool winners will advance to the 7th place game; the #4 seed from pool A plays the #4 seed from pool B.
- For 6-Team and 4-Team Tournaments:
 - The #1 and #2 overall seeds will advance to the Championship game.
 - The #3 and #4 overall seeds will advance to the 3rd place game.
 - The #5 and #6 overall seeds (if applicable) will advance to the 5th place game.
- For 5-Team Tournaments:
 - The #1 and #2 overall seeds will advance to the Championship game.
 - 3rd place will be awarded to the overall #3 seed after pool play seeding.
- If any of the games on Sunday finishes in regulation as a tie:
 - There will be a 2-minute rest break, followed by a 5-minute stop-time sudden death overtime with 5 skaters and a goalie per team. Penalties will be the same as regulation and this will be the first overtime.
 - If the game is still tied after the first overtime, a 1-minute rest break will be followed by a 5-minute running time sudden death overtime with 4 skaters and a goalie per team on the ice. Penalties will be the same as regulation and this will be the second overtime.
 - If the game is still tied after the second overtime, a 1-minute rest will be followed by a 3-skater shootout.
 - If the game is still tied after the 3-skater shootout, a sudden death shootout will occur until a winner is determined. Shoot Out Rules will be:
 - The team that scores the most goals of the three shooters will be declared the winner.
 - If the game is still tied following the 3-skater shootout, the next team that has a combination of scoring and not allowing a goal will be the winner.
 - No skater can skate twice until each skater has had at least one chance to shoot.
 - The Visiting Team on the scoreboard will shoot first in the shootout