

SIoux FALLS YOUTH HOCKEY ASSOCIATION

TOURNAMENT RULES

2018-2019

Section 1 ~ General Information

USA Hockey Rules as modified by SDAHA will be utilized.

- a) USA Hockey Certified Referees will be used for all games.
- b) Medical attendants will be provided for each game.
- c) All participating players must wear USA Hockey approved helmets with facemasks & mouth guards.
- d) All teams must provide a copy of an approved USA Hockey Official Roster. Twenty dressed players will be allowed on the bench for games.
- e) Only 4 coaches, listed on the approved USA Hockey Official Roster will be allowed on the bench for games.
- f) The ice will be resurfaced after every Squirt game. The ice will be resurfaced every 2 periods for PeeWee through Girls 19U. In the event a game is started more than 10 minutes after the posted start time, the resurfacing will be delayed until after each game.
- g) There will be at least 3 hours between scheduled team play on the same day, and at least 10 hours between games played on consecutive days.
- h) The Sioux Falls Youth Hockey Association, the Ice Sports Authority, the SCHEEL's IcePlex and their associated personnel, including volunteers and officials, with the tournament shall not be liable for any injuries sustained during the tournament.

Section 2 ~ Game Format

- a) Warm up
 - i) 5 minute warm-up prior to the start of the game.
- b) Intermission
 - i) 15 minute intermission when resurfacing, followed by 3 minute warm-up.
 - ii) 1 minute intermissions when no resurfacing.
- c) Stop Time
 - i) 15 minute stop time for Boys/Girls 19U, Bantam, 14U/15U, PeeWee and 12U for all three periods.
 - ii) 14 minute stop time for Squirt and 10U for all three periods.
- d) Running Time
 - i) Running time begins any time a lead of 6 or more goals is in place. If the score differential drops below 4, then stop time will again commence.
 - ii) During a running time situation, the clock will stop for injuries, penalties and timeouts.

e) Penalties

- i) Minor: Squirts - 1:30; PeeWee and older - 2:00
- ii) Major: All levels - 5:00
- iii) Misconduct: All levels - 10:00

Section 3 ~ Tiebreakers

a) **Bracket Play** – There will not be ties in bracket play

- i) Games ending in a tie at the end of regulation play will not change goals, will have a 1 minute rest period and will then play a 4v4, 5 minute “sudden death” overtime period.
- ii) If the game remains tied after the 5 minute “sudden death” overtime, teams will use a shootout procedure.
- iii) Each team will select 5 players to shoot.
- iv) The home team will choose to shoot first or defend first.
- v) Teams will alternate players until all 10 initial players have taken a penalty shot or the goal differential is out of reach by the opposing team.
- vi) If, after all 5 players from both teams have completed this procedure, the tie still has not been broken, the shootout will go to a “sudden death” format.

(1) Each team will have an equal number of chances, alternating

shooters.
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Players will not be allowed to be reused until all the players
team with the shortest roster have been used.

b) Round Robin Play

- i) **Pool Play** – Round robin pool play games can end in a tie. There will be no “sudden death” overtime in round robin play. The method for determining the final standings will be as follows:
 - (1) Two (2) points will be awarded for a win. One (1) extra point will be awarded for a shutout.
 - (2) One (1) point will be awarded for a tie.
 - (3) Zero (0) points will be awarded for a loss.

- ii) If there are two or more teams tied at the end of the pool play games, the method for determining the places are as such:

- (1) Head-to-Head
- (2) Goals allowed
- (3) Goals scored
- (4) Total penalty minutes assessed
- (5) Coin flip

- iii) **Medal Play Tiebreakers** – Games that determine tournament placement and are tied at the end of regulation time will not change goals, will have a 1 minute rest period and will then play a 4v4, 5 minute “sudden death”

overtime period.

- (1) If the game remains tied after the 5 minute “sudden death” overtime teams will use a shootout procedure.
- (2) Each team will select 5 players to shoot.
- (3) The home team will choose to shoot first or defend first.
- (4) Teams will alternate players until all 10 initial players have taken a penalty shot or the goal differential is out of reach by the opposing team.
- (5) If, after all 5 players from both team have completed this procedure, the tie still has not been broken, the shootout will go to a “sudden death” format.
- (6) Each team will have an equal number of chances, alternating shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.

Section 4 ~ Conduct

- a) Any person involved in a fight before, during or after a game will be ejected and disqualified from the tournament.
- b) Any player who drops their gloves or stick during a game or otherwise engages in a fight, will be ejected.
- c) Abusive language or unacceptable conduct will not be tolerated from players, coaches, team officials or fans. The tournament committee will ask anyone involved in this behavior to leave the arena property immediately.
- d) A game ejection will be automatically assessed when a player receives their third penalty during a single game; the player will be removed only from the game being played. Enforcing this penalty will be the joint responsibility of the referees, the scorekeeper, the coach and the player. Any team that allows a player to continue to participate after their third penalty will forfeit the game.
- e) Any coach who enters into the officials locker room to dispute a call will be subject to possible suspension for the remainder of the tournament/game weekend.

Section 5 ~ Miscellaneous Rules

- a) No refunds. – You may find a replacement team. Refunds will be given after the replacement team’s entry fee has been received.
- b) All decisions of the referees will be final. No protests allowed.
- c) Home team will wear white/light and visitors will wear dark. Home team will be listed as the bottom team on the brackets.
- d) Teams must register with tournament official one (1) hour prior to first scheduled tournament game.
- e) The tournament coordinator/director is the final authority for all rule interpretations.

