

# **Sartell Youth Hockey Association**

## **Battle by the River Tournament Rules**

### **GENERAL RULES AND INFORMATION**

- All games are played under MN Hockey rules unless otherwise noted. The USA Hockey Rulebook will be consulted and used in situations that are not specifically addressed here.
- Per the USA Hockey Rulebook, checking is NOT allowed at this tournament.
- Teams must be a registered member in good standing with a USA Hockey, Local, State and Regional Affiliate Association.
- All players must adhere to their local hockey governing body's rules regarding equipment.
- Teams must compete in a local, state or regional league as a registered and rostered team.
- An official roster must be submitted prior to the tournament.
- Coaches: please make sure locker rooms are clean and undamaged. Your team will be charged for any damages.

### **TOURNAMENT FORMAT**

- All games will consist of three 12-minute stop-time periods.
  - One-minute rest between periods.
  - The rink will be resurfaced at the end of each game.
- Each team will be permitted one 45-second timeout per game. Time outs are not allowed during run time.
- Teams will receive a 4-minute warm-up prior to each game. The tournament will supply practice pucks to be used during the warm-up period.
- A 6-goal lead will result in running time in the 3<sup>rd</sup> period. The clock will stop for injuries only. If the losing team pulls back within 4 goals, the game will revert to stoptime.
- Home and away teams are noted on the official bracket. On GameSheet, the home team is the bottom team listed. Home teams will wear light jerseys.

### **PENALTY/RULES ENFORCEMENT**

- Minor penalties will be 1 minute in duration.
- The red line icing rule will be enforced. No slap shots or body checking.
- All on-ice referee decisions are final; any protests will be decided by the referee-in-chief and the head of the rules committee. Game final scores WILL NOT be overturned or changed under any circumstances except for the use of an illegal player.

### **POOL PLAY**

- Points Total - teams will be awarded 2 points for a win, 1 point for a tie, and 3 points for a shutout. No overtime played in pool play games.
- Tie Breaker – to be used in this order, until the ties are decided:
  - Head-to-Head
  - Goal Differential – no team will be credited more than six (6) goals per game
  - Goals Against
  - Goals For – no team will be credited more than six (6) goals per game

## **OVERTIME PROCEDURES**

Cross-over games between different pools (Sunday games) tied after regulation play will be handled in the following manner:

- Overtime will start immediately.
  - There will be no resurface prior to shootout or overtime for all games.
  - Teams will not change ends.
- The overtime period will be 5 minutes: running time, sudden victory, 5 on 5 play.
- If neither team scores during the overtime period, there will be a 3-player, alternating shoot-out. The listed home team will be giving the options to shoot first or last.
- If after the 3-player shoot the game is still tied, a 1-player shoot-out will ensue, continuing until one team scores in a round in which the other team does not.
- A player cannot shoot twice in the shoot-out unless all skaters on that team's game roster (barring injury) have shot.

**OBSCENITIES, UN-SPORTSMANLIKE CONDUCT, DAMAGE TO FACILITIES OR PHYSICAL/VERBAL ABUSE BY ANY COACH, PLAYER OR SPECTATOR WILL RESULT IN A TOURNAMENT SUSPENSION.**

The tournament will assume no liability for personal injury to participants or spectators during the event.