Welcome! On behalf of the Cottage Grove Hockey Association, we would like to welcome your team to the tournament. All games will be played at the Cottage Grove Ice Arena, 8020 80th St S, Cottage Grove, MN 55016.

General Rules and Conduct:
Good sportsmanship is expected of all spectators, coaches, and players. Harassment of officials by any spectator, coach, or player will not be tolerated. All referee calls are final and cannot be protested or overturned.

All games will be played under USA Hockey rules as modified by Minnesota Hockey with exceptions as listed below. District 8 teams must also follow District 8 rules and regulations.

Noisemakers are not permitted, e.g., cow bells, whistles, horns, clackers, etc.

All teams must be registered with USA Hockey or another International Ice Hockey Federation (IIHF) affiliate such as the Canadian Amateur Hockey Association (CAHA). Prior to the first game, a team representative or manager from each team must supply to the Tournament Director or their designee the following information (these records must be with a team official and available during all games):

- Properly certified team roster that is stamped by the Registrar or the cognizant Associate Registrar at check-in one hour before your team's first game.
- Coaches must be properly certified and on the certified team roster in accordance with Minnesota Hockey rules.
- If spare goalie, the home team USA Hockey roster, and the approved back-up goalie form.
- *For Canadian teams, Canadian Hockey Official Team Roster, and Travel Permit. Canadian teams must wear protective gear as designated by CAHA.*
- No more than 20 players may be on the roster and dressed by each team for each game. A maximum of 4 properly rostered coaches will be allowed on the bench.

A certified EMT will be present and available on site during all game times.

All games will be officiated by USA Hockey Registry Referees. All decisions by the referees are final. Judgment calls by the referees cannot be challenged. No tournament official will overturn a decision by the referees.

Any player who receives 3 penalties in a game will be ejected from that game, but will be able to play in the next game. This is done in order to help prevent the player from reaching the USA hockey 4 penalty automatic Game Misconduct rule.

Any player receiving a penalty related to fighting will be ejected from the game and will be prohibited from playing in the remainder of the tournament and a report will be made to the team's District Director.

All players must wear an approved helmet with full protection including a chinstrap, face shield straps, ear covers, and a colored (non-clear) mouth guard. Helmets must be worn when on the bench. **All players under 18 must wear an approved neck laceration protection as outlined by USA Hockey.**

In the event of an injury, no one will be allowed on the ice unless the EMT or referee makes a specific request.

All teams MUST provide a locker room attendant and locker room keys will only be given to a coach, manager or locker room attendant 45 minutes prior to the game. If teams arrive prior to 45 mins equipment bags must be either kept in a vehicle, or can be placed in the arena's designated bag holding area until locker rooms are available. Bags are not to be placed in the hallways. Any damage to the locker room will be the responsibility of the team management. Locker Room Monitors are to be provided by each individual team. Neither the CGHA nor the respective ice arena will be responsible for lost or stolen articles.

The Arena, Cottage Grove Athletic Association, tournament officials or any personnel involved with this tournament will not be held liable for any injuries that may be sustained to any player, spectator, coach, or anyone associated with this tournament.

Alcohol, tobacco, or any illegal substances are not allowed to be used during tournament play.

Game Length and Resurfacing:
Each team must be ready to go on the ice at least 15 minutes before their scheduled game time. The team will be allowed on the ice after resurfacing is complete, the rink attendant has closed the gate and officials are on the ice.

Each team will be allowed one, 1-minute time-out during a game and a 4-minute warm up.

During any game in the second period, if a team is ahead by five or more goals, running time will be used until the margin is fewer than five goals, then stop time will be resumed.

Period Length and Resurfacing:

Level	Penalty Minutes	Period Length	Resurfacing*
Junior Gold	2 minutes	15 minutes – stop time	Every 2 periods
Bantam & 15U	2 minutes	15 minutes – stop time	End of each game
PeeWee & 12U	1.5 minutes	14 minutes – stop time	End of each game
Squirt & 10U	1 minute	12 minutes – stop time	End of each game

**The Tournament Committee reserves the right to change the resurfacing schedule if needed, due to overtime games, rink problems, or injuries.*

Pool Play:
Games played in the round robin pool play will be played to a win, loss, or tie. There will be no overtime played in round robin pool play. Top teams from each pool will advance to bracket play or placement game (i.e. Championship, 3rd Place, Consolation, Friendship Game).

Pool Play Points:

- 3 points for a win with a shutout
- 2 points will be awarded for a win
- 1 point for a tie
- 0 points for a loss

Pool winners & runners up will be determined in the following order:
Method of determining a champion in round robin tournament play: The standings shall be determined on the basis of three (3) points for a win with a shutout, two (2) points for a win, zero (0) points for a loss, and one (1) point for a tie. If two or more teams have an equal number of points, their position in the standings shall be determined by:

a. The results of the games played between the tied teams in the following order:

1. Head to Head
2. Goals Acquired
3. Goals Against
4. Goal Differential
5. Fewest Penalty Minutes
6. Coin Toss

Overtime and Shoot-out for Bracket Play

- If there is a tie at the end of regulation time there will be a 2-minute rest, followed by 5 minutes stop time five on five sudden victory overtime.
- If no team scores during this overtime period, then the game will proceed to a shootout as defined below.

Shoot-Out: (3 man)

- Players will begin from the red lines.
- Only one shot allowed – no rebounds
- If player loses control of the puck, it will count as shot on goal

- The goalies will remain in the nets they were in at the end of the third period.
- The first group of three players, determined by coach at the end of overtime, will take alternate shots.
- The visiting team will be the first to shoot.If there is a goal difference after all three players have taken their shot, the team with the most goals will be the winner of the game.
- If there is still a tie, players will alternate shots in sudden death, the visitor being the first to shoot.
- When one team scores and the other does not, the team that scores will be the winner.
- A team must use all rostered players once before any player can take a second shot.
- A player with time remaining on their penalty after five-on-five play is completed will not be allowed to participate in the shoot-out.

The Cottage Grove Tournament Director reserves the right to amend game rules as deemed necessary due to time constraints.