

UP North Tournament Rules 2026

RULES: Games will be played according to USA HOCKEY rules as modified by Minnesota Hockey and amended by the tournament committee. USA HOCKEY registered referees will officiate the games. The tournament will be played under a no-protest rule. Improper behavior by anyone, as determined by the Tournament Director or Tournament Chairperson, will result in immediate removal from the arena and/or the tournament.

SPORTSMANSHIP: We expect all teams to exhibit good sportsmanship both on and off the ice. Coaches, players, parents and fans that exhibit unsportsmanlike behavior will be removed for the remainder of the tournament as determined by the tournament director and/or his/her designee. Coaches, players, parents and fans that do not abide by the tournament director, will subject their team to on ice penalties per USA Hockey rules.

PLAYING TIME: Each game will be played in three (3) stop time periods of 15 minutes for both Peewee and Bantam levels, running time will occur in the third period when one team has a 6-goal lead. During running time, the clock will be stopped only for the allowed time-outs and personal injuries. One (1), one (1) minute time-out will be allowed per team per game, including any overtime periods. Resurfacing of the ice will occur every 2 periods for BANTAM GAMES ONLY, meaning some games will start on dirty ice. All Peewee games will start on fresh ice with NO ZAM during the game. There will be one (1) minute rest between periods except when the ice is to be resurfaced, during Bantam Games ONLY.

POOL PLAY: There is no overtime during pool play.

TIES (only pertaining to games after pool play is complete): In the event of a tie score at the end of regulation time, there will be a 1-minute rest followed by a five (5) minute running time, sudden death period. The first overtime period will be played with five (5) skaters plus a goalkeeper per team. If the score remains tied after the first overtime period, there will be a 1-minute rest followed by a second five (5) minute running time, sudden death overtime period. The second overtime period will be played with four (4) skaters plus a goalkeeper per team. In the event the score remains tied after the second overtime period, a three-person shoot-out will take place. There will be no ice resurfacing during overtime play.

If a shoot-out is required, each team will select 3 players to shoot and report them to the game officials. The home team will have the choice of shooting first or defending. Teams will alternate with shooters until a winner is determined. If after 3 players the teams remain tied, a second set of 3 players will be selected by each team, and a shoot-out will continue in this manner until a winner is determined. A team must use all players before any player can repeat as a shooter.

A team may change a goalie at any time during overtime play and/or shoot-out. If a goalie is replaced during overtime/shoot-out, the new goalie will not be allowed to warm-up and play will continue.

PENALTIES: Minor: 2 minutes (bantams) 1 minute 30 seconds (peewees); Major: 5 minutes; Misconduct: 10 minutes. Fighting will be a game of misconduct. Absolutely no fighting will be tolerated before, during or after the tournament games. Fighting of any kind by players, coaches, managers, spectators, as determined by the Referee in charge on the ice or by the tournament officials, will result in disqualification or ejection of the individual(s) for the remainder of the tournament.

REGISTRATION & BIRTH CERTIFICATES: All teams are required to provide an official team registration (USA/CAHA), the official team roster signed by team members and coaches and approved by USA Hockey Registrar. Minnesota Hockey no longer requires copies of all players' government birth certificates. However, copies of all rostered coaches certified coach cards are still required. A maximum of four (4) coaches can be on the bench during games. All bench coaches must be on the team's USA Hockey certified roster. All team credentials (as stated above) must be presented when the teams check in prior to the first game. Players may also be asked to sign in prior to their first game or at any other time during the tournament. Challenges to the team's roster must be made within thirty (30) minutes of the end of the game in question. Challenges must be made by the head coach of record on the game score sheet (coach who signed the score sheet) to the tournament director. Tournament director will review submitted roster vs. the challenged player to determine if there are any violations. The decision of the tournament director is final.

RELEASE OF LIABILITY: The tournament, tournament sponsor, the officials, the arena facilities and all personnel connected with the arena facilities and/or tournament shall be not held liable or responsible for any injuries that may be sustained to any player, spectator, coach or any other individual during the tournament.

REPORTING TIMES: No team check in is required. There will be site coordinators at all rinks to answer any questions. **All teams should be ready to play at least fifteen minutes prior to a scheduled game in case the tournament is running ahead of schedule.**

ROSTER: A maximum of twenty players may be rostered and dressed by each team. A maximum of four (4) certified and rostered coaches may be in the players' boxes during the games, except for medical purposes.

SAFETY: An Emergency Medical Technician, a physician or a Certified Athletic Trainer will be present at all games. In the event of an injury, we request that coaches and parents refrain from entering the playing area and allow the established medical staff to do their

job. This is asked for the safety of the coaches' and parents; and to avoid creating a secondary medical situation that would distract medical staff from attending to the original injured player. The medical staff and/or tournament director may request the assistance of coaches', parents or others as needed.

TOURNAMENT OFFICIALS: At least one Tournament Director and/or his/her designee will be present during all games. Tournament Directors DO NOT have any influence or control of the "on-ice" officials, except to clarify tournament specific rules. All decisions made by the "on-ice" officials are final and cannot be appealed to the Tournament Director. On-ice officials are assigned by District 11 Supervisor of Officials and/or their designee and not by the hosting association. All questions, comments and concerns regarding the on-ice official should be directed to the District 11 Supervisor of Officials. All off-ice decisions by the Tournament Director are final.

HOME TEAM: The top team in the bracket will be the home team and wear light-colored jerseys.

POOL PLAY SCORING: The following point system will be used for all pool play games.

POINTS PER GAME: (Maximum point per game is 6)

6 pts for win

3 pts for tie

1 pt for loss

TIE BREAKERS:

- 1). Head-to-Head (within pool)
- 2). Total Goals Scored
- 3). Fewest Goals allowed
- 4). Goal Differential
- 5) Fewest Penalty minutes
- 6). Coin Toss

Top team in each pool will advance to bracket play, based on points. The Wild Card position will be the 4th overall seeded team after pool play, based on points. The remaining teams will then be seeded overall and play "Friendly" games on Sunday. (#5 vs #6, #7 vs #8, #9 vs #10, #11 vs #12) There can be the option to rearrange "friendly" games if teams are playing a team from the same pool. Rearranging friendly games must be agreed upon by all parties and is at the discretion of the tournament director.

Note: Point system is for pool play, Championship rules apply as above.