

TOURNAMENT RULES 2026

MAINE HOCKEY DEVELOPMENT LLC

RULES

MHD Tournament rules are based on USA Hockey Rules unless otherwise described herein. *Rules and regulations are put in place to ensure the safety of all players and encourage sportsmanship and fair play.*

Coaches Conduct

Coaches are expected to maintain a professional and positive attitude at all times. Shouting at players or berating of officials will not be tolerated by MHD. **Officials will be instructed to maintain a Zero Tolerance towards our coaching staff.**

Coaches who are assessed a Game misconduct will be automatically suspended for the next game. A review by the officials, supervisors and tournament director will determine if additional action is required.

Parents conduct

Shouting at players, coaches or officials will not be tolerated by the MHD organization. It is the expectation of MHD that each teams coaching staff will deal with any negative behavior in a prompt and professional manner. A parent meeting to discuss expected behavior should be held before the teams first game.

Full Body Contact There will be no full body checking in any division. Coincidental contact for the purpose of gaining body position will be allowed.

Penalties

Minor-1.5 min, Major- 3 min, Misconduct- 6 min applies for U10,12 Co-ed and Girls.

Minor- 2 min, Major 5 min, Misconduct 10 min for Bantam and U14 Girls divisions

ICING ALLOWED WITHOUT WHISTLE BY SHORTHANDED TEAM DURING PENALTY KILL

Game Misconduct

A player receiving a **game misconduct will automatically be suspended for the following game.** The only exception to this rule will be if a player receives a two-minute penalty and a game misconduct for checking from behind. (if it does not occur during the last 5 minutes of the game). Any player receiving a second game misconduct in the same tournament will be automatically suspended for an additional game (2 games).

3 stick infraction penalties:

Any player receiving 3 stick infraction penalties (**SLASHING, HIGH STICKING, CROSSCHECKING**) in one game shall be ejected from the game.

4 minor penalties

Any player receiving 4 minor penalties in one game shall be ejected from the game.

Entering onto the ice surface before Zamboni doors are closed

A minor penalty will be assessed to a team where a player or players enter onto the ice surface at the start of a game or period before the Zamboni doors are closed. Players will be signaled onto the ice by the GAME OFFICIALS ONLY.

NOTE: This penalty can be called by an on-ice official or the Tournament supervisor.

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Referee's Decision

A decision by a referee is final and not subject to protest.

Game Sheets

The supervisor will handle the game sheets. Copies of the game sheet will be provided to the coaches following each game. *All game final scores will be posted on MAINE HOCKEY DEVELOPMENT website.*

Off-sides

Tag up off-sides will be allowed at all levels

Game Nets

Full size nets to be used in all divisions

Slap shots

Slap shots will be allowed at every level.

Time Out (Medal games only)

Each team will be allowed one 30 second time out per game on MEDAL GAMES ONLY.

Mercy Rule

The Mercy Rule will only apply during the third period. The clock will run non-stop if there is a difference of 6 goals or more. If the difference is reduced to a 4 goal margin, the clock will return to stop time. The clock would resume non-stop operation if the margin subsequently reaches 6 goals. The scoreboard will not show differences of more than 6 goals. Subsequent goals will be recorded on the game sheet.

NOTE: To avoid teams the incentive of running up a score a maximum difference of 6 goals to the final score (goals for and against) would apply in the determination of the finishing positions for both teams.

NOTE: No time outs will be permitted during the mercy rule.

GAME FORMAT

WARM UP

3 minutes

DURATION OF GAMES

All Divisions

One 12 -minute and two 14 minute stop time periods.

NOTE: *Teams must be prepared to start any Tournament game 15 minutes prior to scheduled start time.*

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OVERTIME

Games will revert to overtime only for Semi games (4 team divisions) and Medal Games on Championship Day.

Overtime Format - Stop time

GOALIES WILL REMAIN IN THE SAME NET(SIDE) AS THE 3RD PERIOD

- 3 minutes; 4 players + goalie per side. 4 on 4
- 3 players per side + goalie. 3 on 3 will be played until the winning goal is scored..

Penalties during overtime

During 4 on 4 overtimes penalties will be served in a normal fashion (4 on 3).

During 3 on 3 the following format applies:

The team receiving the power play will add one player. The penalized team will not remove a player. Upon serving the penalty, the player will return to the ice. Teams will play with additional players until a stoppage in play. Teams will remove one player each (3 on 3) at resumption of play.

Example: Penalty called while teams are playing 3 on 3: It would become a 4 on 3 Power Play.

TIE BREAKER

The order of finish will be determined by the following system:

If 2 teams are tied

1. Winner (best record for Series) of the game between the two teams
2. Most wins in round robin play
3. The team with the best goals average gains the higher position.
The goals average is to be determined in the following manner:
Total # of goals for divided by the total # of goals for and against
NOTE: All games included
EXAMPLE: Goals For: 10 Goals Against: 4..... $\frac{10}{10+4} = .714$
4. Best Plus / Minus during all games in round robin play (goals for minus goals against)
5. Goals for during all games in round robin play
6. Goals against during all games in round robin play
7. Least penalties
8. Least penalty minutes

If 3 or more teams are tied

1. Most wins in round robin play
2. The team with the best goals average gains the higher position. (*See formula above*)
3. Best plus / minus during all games in round robin play. (goals for minus goals against)
4. Goals for during all games in round robin play.
5. Least Goals against during all games in round robin play.
6. Least penalties

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CHAMPIONSHIP FORMAT

4 TEAM DIVISIONS:

- 1) Each team plays 3 round robin games**
- 2) The 4th game is a Semi with 1 vs 4 and 2 vs 3.**
- 3) Winners of the 4th game play for Gold/Silver and losers of the 4th game play for Bronze.**

5 TEAM DIVISIONS:

- 1) Each team plays 4 round robin games**
- 2) 1st and 2nd place play for Gold/Silver**
- 3) 4th and 5th play on championship day with winner advancing to play 3rd for Bronze.**

6 TEAM DIVISION:

- 1) Each team plays 4 round robin games**
- 2) 1st and 2nd place play for Gold/Silver**
- 3) 3rd and 4th play for Bronze**
- 4) 5th and 6th play consolation game**