



2025 Hocktoberfest Tournament Rules

10U (Squirt) Level B

12U (PeeWee) Level B

14U (Bantam) Level B

October 17-19, 2025

It is the intent of the Lincoln Ice Hockey Association to provide a fun and competitive experience at the Hocktoberfest tournament. Good sportsmanship is expected of all players, coaches, volunteers, parents, and spectators. Improper and/or abusive behavior and/or language will not be tolerated. It is the responsibility of each coach/manager to control their team and set an example of good sportsmanship. Teams, players, and/or coaches who do not demonstrate good sportsmanship will be excluded from the tournament with no refund.

Locations

Ice Box
1880 Transformation Drive
Lincoln, NE 68508

John Breslow Ice Hockey Center
433 V Street
Lincoln, NE 68508

Operations

1. The Lincoln Ice Hockey Association (LIHA) will provide a timekeeper and scorekeeper for each game.
2. Each **team** will be responsible for providing an adult (18+) volunteer to manage their team's penalty box during each of their team's games. This adult may be a rostered coach who is not on the bench but may **not** coach from the penalty box. This adult must have current SafeSport certification as required by USA Hockey.
3. Each team's official USA Hockey roster must be emailed to hockey@lincolnhockey.org no later than October 1, 2025.
4. Team Managers must check in at least one (1) hour prior to their team's first scheduled game. Roster stickers must be provided at that time (enough for five games). If the team has made changes to their roster since October 1, a hard copy must be provided.
5. Teams must be prepared to start 15 minutes before each scheduled game.
6. The Home team will wear light jerseys. The Away team will wear dark jerseys. Assignments are random and determined by the LIHA Tournament Committee at the time of scheduling. Teams must bring both sets of jerseys to each game in case of a last-minute change. If a team does not have two sets of jerseys it is the Team Manager's responsibility to notify the opposing team and referees of any changes prior to game time.
7. The only people allowed on the benches are eligible players in uniform and a maximum of four (4) registered team officials. Injured players who are on the active roster may be on the bench if they are wearing their team jersey and a helmet.
8. All players must wear all required equipment as approved by USA Hockey. All players must wear mouth guards, secured chin straps, and neck laceration protection while on the ice.
9. At the conclusion of each game, a coach for each team will be responsible for reviewing the score sheet to determine whether any player or team official has been suspended or disqualified from participating in any future game(s). A coach from each team must also sign the score sheet. If a coach fails to verify and sign a score sheet, the score as verified by the referees, whether correct or incorrect, will be used for tournament calculations. The Tournament Committee will not overrule any on-ice decisions (playing rules). No hearings will be held for game misconduct penalties. All findings from any match penalty will be forwarded to the team's local governing body at the conclusion of the tournament.
10. Coaches will be responsible for making sure locker rooms are clean and undamaged. Teams will be charged for any clean up and/or damage. Time allowed in locker rooms before or after a game may be adjusted to maintain availability.

11. The Tournament Director (or a designated representative), after consultation with the referee, may cancel any games in progress for any instance where they believe it necessary to protect the welfare of players and/or officials. In the event of such cancellation, the Tournament Director (or a designated representative) will determine the result of the game for tournament standings.
12. The Tournament Director is the final authority for all rule interpretations.

Games

1. Each team will play at least four (4) games. Two (2) teams will play five (5) games. Each team will play one (1) or two (2) game(s) on Friday, October 17; two (2) games on Saturday, October 18; and one (1) or two (2) game(s) on Sunday, October 19.
2. Each game will consist of three (3) stop clock 12-minute periods with one (1) minute between periods.
3. Teams will be allowed a three-minute warm up before each game.
4. Warm-up pucks will be provided by the Lincoln Ice Hockey Association.
5. Each team is allowed one 60-second time out per game.
6. A running clock will start if the goal differential is five (5) goals or more in the third period.
7. Ice cut will occur at the beginning of each game.
8. Pool-play games will not have an overtime.
9. Semi-final and championship games will go to a five-player shootout if game is tied at the end of regulation.
 - a. Each team will alternate shooters. **Players cannot shoot again until all players from the team have cycled through.**

Penalties

1. 10U/12U Minor penalty: 1:00
2. 14U Minor penalty: 1:30
3. Major penalty: 3:00 (all periods, including overtime)
4. Misconduct: 6:00 (all periods, including overtime)
5. If a player receives four (4) penalties in one (1) game, that player will be suspended from the tournament at the onset of the fourth penalty.
6. Players will be suspended from the tournament for fighting.
7. If any team receives 12 or more penalties during one (1) game, the head coach will not be allowed on or near the bench for the team's next game.

Team Rankings

1. Teams will receive two (2) points for a win; one (1) point for a tie; and zero (0) points for a loss.
2. Total points for each team will determine final positions in each division.
3. If two or more teams have an equal number of points, their position in the standings will be determined by the result of games played by the team in the order detailed below. If an unbreakable three-way tie exists at any step, the next tie breaker in order will be used.
 - a. Points acquired in head-to-head games;
 - b. Greatest goal differential in pool-play games;
 - i. This will be determined by subtracting goals allowed from goals scored in each game.
 - ii. The maximum goal differential in any one game for the purposes of this tie breaker will be five (5) goals.
 - c. Fewest goals against;
 - d. Fewest penalty minutes.
 - e. Coin toss.

Championship

1. The winner of the championship game will receive beanies for all team players.