



## 2025-2026 TOURNAMENT RULES

USA Hockey Official Rules of Play will govern all play except as stated below

- 1. PLAYTIME:**
  - Squirts (10U) 12:00 minute stop time, PeeWee (12U) and Bantam (14U) 15:00 minute stop time.
  - Each team will be permitted one (1) 1:00 minute time out per game.
- 2. PENALTIES**
  - Squirts (10U): Minor 1:00 minute, Major 3:00 minutes, Misconduct 6:00 minutes
  - PeeWee (12U) and Bantam (14U): Minor 1:30 minutes, Major 4:00 minutes, Misconduct 8:00 minutes
  - Any player receiving four (4) penalties in a game will be assessed a game misconduct, removed for the remainder of the current game and suspended for the next scheduled game. A player from the offending player's team will be required to serve the 4th penalty
    - A Major or Checking From Behind penalty counts as two (2) penalties.
  - FIGHTING OR INTENT TO INJURE: Automatic Game Misconduct. Player discharged for remainder of game in which fight or intent to injure occurs, and the next game of the tournament.
  - If a team has 12 or more penalties in one game, the head coach shall be suspended for the next scheduled tournament game.
- 3. RUNNING TIME:**
  - After the first period, a six (6) goal lead will result in run time.
  - Clock will stop to record goals, penalties, and in case of injury.
- 4. SHOW UP TIMES:**
  - We ask that all teams be at the rink and ready to play 15:00 minutes before their scheduled game time. Games may start early when time permits. Coaches are responsible to review, verify and sign the GameSheet before each game.
  - The home team will wear light colored jerseys.
  - Maximum of four (4) coaches on the bench in a given game.
- 5. WARM-UP/RESURFACING**
  - A 4:00 minute warm-up will be permitted at the beginning of each game for both teams together.
  - Ice will be resurfaced between games for Squirts (10U) and PeeWees (12U) and every 2 periods for Bantams (14U).
  - A 1:00 minute break will be used between periods.
- 6. SAFETY**
  - All players must wear helmets with the HECC approved facemask at all times while on the ice. Internal mouth guards are required and must be colored, not clear for 12U and older. All players must wear approved neck guards at all times while on the ice.
- 7. SCORING - GROUP PLAY:**
  - Win = 3 points, Tie = 1 point, Loss = 0 points, Max six (6) goal differential per game.
  - Tie Breaker order
    - Head to Head, Highest Goal Differential, Least Goals Against, Least penalty minutes, Coin toss
- 8. OVERTIME:** (non-group play, only applicable in 5th, 3rd, 1st, consolation, semi-final and final games)
  - 5:00 minute sudden victory, 4 v 4 plus goalies. 2:00 minute break after 3rd period.
  - If a player is in the penalty box at the end of the 3rd period, the remainder of the penalty will be served during OT and the play will begin as 4 v 3 plus goalies.
  - If the game is still tied after a 5:00 minute overtime, a three (3) player shootout will occur.
- 9. TOURNAMENT STRUCTURE:**
  - 3 teams - Each team will play the other two teams in the group. Teams will be seeded based on points with seeds #1 and #2 playing the last game. All teams play 4 games. Winner based on points.
  - 4 teams – Each team will play the other three teams in the group. Teams will be seeded based on points and #1 will play #2 in the Final.
  - 5 teams – Each team will play two group games (opponents determined at random). Teams will be seeded after group play is completed. #4 will play #5 in the Consolation. #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.
  - 6 teams – Two groups (Purple and Grey) of three (3) teams. Each team will play the other two teams in their group. Seed after group play is complete. #3 Purple will play #3 Grey for 5th place. #2 from Purple plays #1 from Grey and #2 from Grey plays #1 from Purple in the semis. The winner from each semi will play in the final.
  - Awards will be given out to 1st and 2nd place teams for >3 team structure and 1st place only for 3 teams.

*The TOURNAMENT DIRECTOR (or in his/her absence his/her designee) will settle any disputes. The director (or designee) also has the authority to switch run time, or change ice resurfacing schedules if any tournament play is significantly behind the posted schedule. The Tournament director CANNOT overturn decisions made on the ice by officiating crew during the game.*