

Minnetonka Skipper Cup Tournament Rules
January 15, 2027 – January 17, 2027

TOURNAMENT RULES

- USA Hockey registered officials will be used for each game.
- Certified medical attendants will be provided for each game.
- All games will be played under USA rules as modified by MN Hockey.
- District 6 teams must adhere to District 6 rules.
- A USA Hockey Roster must be presented to the tournament officials 1 hour prior to your first scheduled game.
- Teams must be ready to play (15) minutes prior to scheduled game time.
- Teams listed as the home team on the schedule should wear light colored jerseys.
- All games will be played at the Pagel Activity Center or Minnetonka Ice Arena in Minnetonka, MN.
- Gate fees for the tournament were included in the registration fee.
- The Minnetonka Youth Hockey Association and any of its affiliates assume no liability for personal injury to any participants during the tournament.
- **Players must have their mouthguard and neck guard on at all times when on the ice, for safety reasons. Failure to comply could result in a 10-minute misconduct penalty. No warning has to be given.**
 - In the event that a game is running behind schedule, it will be at the tournament director's discretion to have an abbreviated 3rd period with stop time.

PERIOD LENGTHS

- All Pee Wee B1 games will be 13:00 minute stop time periods.
- **Running** time will be applied if there is a goal differential of 5 or more goals at any time during the game.

Pool Play-Standings-Game Guarantee-Timeouts

- Pool Play games will be played to a Win, Loss, or Tie.
- There will be no overtime in Pool Play.
- All teams are guaranteed at least 4 games.
- Pool Standings can be found at both Pagel Activity Center, Minnetonka Ice Arena or online at <https://www.tonkahockey.org/page/show/9458075-2026-2027-tournaments>
- There will be no timeouts allowed during the games.

Penalties

- Minor penalties will be 1:30 stop time unless the game is running time and the penalties will be 1:30 minute running time.
- 1:30 minor penalties and a 10--Minute Misconduct will be assessed for checking from behind, boarding, charging, and head contact.
- **5--minute major penalty and Game Misconduct may be assessed for checking from behind and boarding, charging head contact head first into the boards or goal frame and or injury.**
- **If a player receives a game misconduct penalty they will be suspended for the *next tournament game*.**

- If a player receives a fighting or match penalty they will *not be allowed to play in any remaining tournament games*.

District 6 Rule

- **COACH REMOVED FROM GAME FOR ABUSE OF OFFICIALS (GAME MISCONDUCT):**

- 3 game suspension for first offense
- 30-day suspension and fined \$500.00 for second offense

Pool Play Tournament Format

- The Minnetonka Skipper Cup Tournament will be conducted using pool play format.
- 12 teams will be broken down to 3 pools of 4 teams. The three pool winners along with one wild card team will advance to the playoff round. The remaining 8 teams will play in 5th-11th place games. The four advancing teams will be reseeded based on points and the tie breaker criteria listed below. A wild card team could be listed higher than a pool winner.
- All teams are guaranteed at least four games
- Pool play games will be played to win, loss, or tie. *There will be no overtime played in Pool Play games. Pool Play games can end in a tie.*
- Pool play points will be awarded this way: 2 points for a win - 1 point for a tie - 0 points for a loss and standings will be kept at Pagel Activity Center, Minnetonka Ice Arena and online at <https://www.tonkahockey.org/page/show/9458075-2026-2027-tournaments>.
- Ice will be resurfaced at the completion of all games.
 - Resurfacing will not occur before any overtime play.
- If a team needs to forfeit for any other reason, the non-forfeiting team will be awarded a 3-0 win for pool play scoring purposes.

Pool Play Rankings

- All Rankings including pool winners and Wild-Card winners will be determined by:
 - Total Points
 - Head-to-head competition
 - Total sum of goal differential with a maximum of + or - 5 per game.
 - Total Fewest goals allowed
 - Total Fewest penalty minutes served
 - Coin Flip.

Championship Day Rules

- Resurfacing will follow the same resurfacing process as for pool play.
- There will be one time-out allowed per team during the Championship game only.

- Games that are not Semi-final, 3rd Place or Championship Games will end in a tie at the end of regulation if tied.
- If a Semi-final, 3rd place or Championship game finish in a regulation tie:
- **There will be a two-minute rest break followed by a 5-minute running-time sudden death overtime with 4 skaters and a goalie per team. Penalties will be the same as regulation.**
- **If the game is still tied after the overtime, a one-minute rest period will be followed by 3-skater shoot-out.**
- **If the game is still tied after the 3-skater shootout, a sudden death shootout will occur until a winner is determined.**

RULES OF THE SHOOTOUT

- The team that scores the most goals of the three shooters will be declared the winner.
- If the game is still tied after three shooters, the next team that has a combination of scoring and not allowing a goal will be the winner.
- No skater can skate twice until each skater has had at least one chance to shoot.

TOURNAMENT CONDUCT

All players, coaches, and spectators are expected to demonstrate good sportsmanship. Cheer on your teams but be respectful of the officials and the other teams and their fans. Coaches will be held responsible by the referees for the behavior of their fans. Tournament officials will be monitoring each game. Spectator behavior complaints should be made to tournament officials. Any complaints about officiating must be initiated by the head coach of the team only and will be referred to District 6. Tournament officials will provide a copy of the process to any head coach who wishes to proceed with a complaint. Noisemakers are banned (i.e., cow bells, horns, whistles, clackers, etc.).

There is a zero tolerance for abusive, inappropriate language or actions. Any abusive language or conduct to the game officials by players, coaches, or managers will not be tolerated. Abusive spectators will be asked to leave the Tournament, and their team may be penalized by the referee in charge or tournament director. In more serious cases, the expulsion could be for the weekend.

Please inform all your players, coaches, and fans of our rules.

Minnetonka Skipper Cup Tournament Rules

January 15–17, 2027

Minnetonka, Minnesota

1. General Tournament Rules

1. All games shall be officiated by USA Hockey–registered officials.
 2. All games shall be played in accordance with USA Hockey rules, as modified by Minnesota Hockey.
 3. District 6 teams must comply with all applicable District 6 rules and policies.
 4. Each team must present an official USA Hockey roster to tournament officials no later than **one (1) hour prior** to its first scheduled game.
 5. Teams must be prepared to play and available at the rink **fifteen (15) minutes prior** to their scheduled game time.
 6. Teams designated as the home team on the schedule shall wear light-colored jerseys.
 7. All games will be played at either the **Pagel Activity Center** or the **Minnetonka Ice Arena**, Minnetonka, Minnesota.
 8. Tournament gate fees are included in the team registration fee.
 9. The Minnetonka Youth Hockey Association (MYHA) and its affiliates assume no liability for personal injury to any participant during the tournament.
 10. For player safety, **mouthguards and neck guards are mandatory** and must be worn at all times while on the ice. Failure to comply may result in a **10-minute misconduct penalty**, without requirement for a warning.
 11. If a game falls behind schedule, the Tournament Director reserves the right to implement an abbreviated third period with stop time.
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2. Period Lengths

1. All **Pee Wee B1** games shall consist of **three (3) periods of 13:00 minutes**, stop time.
 2. Running time shall be applied when a goal differential of **five (5) or more goals** exists at any point during the game.
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3. Pool Play, Standings, Game Guarantee, and Timeouts

1. Pool play games shall be played to a **win, loss, or tie**.
 2. **No overtime** shall be played during pool play games.
 3. Each team is guaranteed a minimum of **four (4) games**.
 4. Pool standings will be posted at the Pagel Activity Center, Minnetonka Ice Arena, and online at:
<https://www.tonkahockey.org/page/show/9458075-2026-2027-tournaments>
 5. **No timeouts** shall be permitted during any pool play or placement games.
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4. Penalties

1. Minor penalties shall be **1:30 stop time**, or **1:30 running time** if the game is under running time conditions.
2. A **1:30 minor penalty** plus a **10-minute misconduct** shall be assessed for:
 - Checking from behind

- Boarding
 - Charging
 - Head contact
3. A **five (5)-minute major penalty** and **game misconduct** may be assessed for:
 - Checking from behind
 - Boarding
 - Charging
 - Head contact
 - Head-first contact into the boards or goal frame
 - Incidents resulting in injury
 4. Any player receiving a **game misconduct penalty** shall be suspended for the **next tournament game**.
 5. Any player receiving a **fighting penalty or match penalty** shall be removed from the tournament and **ineligible to participate in any remaining games**.
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5. District 6 Rule – Coach Misconduct

A coach removed from a game for abuse of officials (game misconduct) shall be subject to the following penalties:

- **First Offense:** Three (3) game suspension
 - **Second Offense:** Thirty (30) day suspension and a **\$500 fine**
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6. Pool Play Tournament Format

1. The tournament shall utilize a **pool play format**.
 2. Twelve (12) teams will be divided into **three (3) pools of four (4) teams** each.
 3. The **three pool winners** and **one (1) wild card team** shall advance to the playoff round.
 4. The remaining eight (8) teams will compete in **5th–11th place games**.
 5. The four advancing teams shall be **reseeded** based on pool play points and tie-breaking criteria. A wild card team may be seeded higher than a pool winner.
 6. Points shall be awarded as follows:
 - Win: 2 points
 - Tie: 1 point
 - Loss: 0 points
 7. Pool play games may end in a tie.
 8. Ice resurfacing shall occur after the completion of scheduled games.
 9. No resurfacing shall occur prior to overtime play.
 10. In the event of a forfeit, the non-forfeiting team shall be awarded a **3–0 win** for pool play scoring purposes.
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7. Pool Play Ranking Criteria

Pool rankings, including pool winners and wild card selection, shall be determined by the following criteria, in order:

1. Total points
2. Head-to-head competition
3. Goal differential (maximum of ± 5 per game)

4. Fewest goals allowed
 5. Fewest penalty minutes served
 6. Coin flip
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8. Championship Day Rules

1. Ice resurfacing procedures shall follow the same standard used during pool play.
 2. **One (1) timeout per team** shall be permitted during the **Championship Game only**.
 3. Games other than Semi-final, Third Place, and Championship games shall remain a tie if tied at the end of regulation.
 4. If a Semi-final, Third Place, or Championship game is tied at the end of regulation:
 - A two (2)-minute rest period shall precede a **five (5)-minute sudden-death overtime** (running time), with **four (4) skaters and one goalie** per team.
 - Penalties shall be enforced as in regulation play.
 5. If still tied after overtime:
 - A one (1)-minute rest period shall precede a **three (3)-player shootout**.
 6. If still tied after the initial shootout:
 - A **sudden-death shootout** shall continue until a winner is determined.
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9. Shootout Rules

1. The team scoring the most goals during the three-player shootout shall be declared the winner.
 2. If tied after three shooters, sudden-death rounds shall continue until one team scores while the opposing team does not.
 3. No skater may shoot a second time until all eligible skaters have taken one shot.
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10. Tournament Conduct and Sportsmanship

1. All players, coaches, managers, and spectators are expected to display the highest standards of sportsmanship.
 2. Coaches shall be held responsible for the behavior of their players and spectators.
 3. Tournament officials will monitor all games.
 4. Spectator conduct complaints must be directed to tournament officials.
 5. Officiating complaints must be initiated solely by the **head coach** and will be referred to District 6 following the established process.
 6. Noisemakers are strictly prohibited, including (but not limited to): cowbells, horns, whistles, and clackers.
 7. There is **zero tolerance** for abusive or inappropriate language or behavior.
 8. Abusive spectators may be removed immediately. In serious cases, removal may extend for the remainder of the tournament.
 9. Teams may be penalized for spectator misconduct at the discretion of the referee or Tournament Director.
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11. Acknowledgment

All teams are responsible for ensuring that **players, coaches, managers, and spectators** are informed of and comply with these tournament rules.