



## TOURNAMENT RULES

### USA Girls Youth

#### Tournament Playing Rules

This tournament follows all USA Hockey playing rules, including suspension minimums, penalties, etc.

#### Registration

- A representative from each team must register at the tournament office prior to their games.
- Players are required to have a government-issued ID, showing the player's name and date of birth, at all times during the tournament. A team challenging another player's age must provide proof of birth for every player on their own team first.
- Alternately, the Team Coach or Manager can submit photocopies of all their players' IDs ahead of time.

#### Coaching Staff

- It is our objective to host a fair and competitive tournament for all teams. Therefore, it is extremely important that everyone plays by the same rules. It is the coaching staff's responsibility to make their players and their parents fully aware of the tournament rules.

#### Rosters/Eligibility

- All players and non-playing personnel **MUST** sign the official team roster sheet before that participant's first game of the tournament. This is the responsibility of the coaches and manager to self-govern.
- All non-playing personnel on the players' bench must print and sign their names on the game sheet in the appropriate spot. This must be done prior to the start of every game.
- The coaching staff is responsible for ensuring that every player that participates is eligible.
- Teams may carry up to 20 players, goalies included, per roster.
- A player must participate in at least one round robin game to be eligible for the playoffs (quarterfinal, semifinal or final).
- Coaches **must** add subs/AP's with the on-site coordinator **if** these subs are not indicated on their original roster. **Failure to do so may result in the team forfeiting, or the sub being deemed ineligible for play.**
- A player can only play for one team per age group, per tournament.
- Players cannot play in a younger birth year than they are born.
- Any coach who plays a suspended player will automatically have the team disqualified from the tournament.
- A coaching staff that plays a player who is not eligible can have their team immediately disqualified from the tournament under the discretion of tournament staff (including current suspensions, carry over suspensions from prior events, age, false identity, etc.).
- Mixed birth year teams are common. These teams must register for the oldest birth year on their roster.

#### Payment – ([payment LINK](#))

- The team's registration fee must be paid in full prior to the start of the first game. For more information, please review registration policy – thank you. Your team can be locked out of your dressing room due to delinquent payment.

#### Game Format

- 5 on 5 with 3-minute warm-up. Games can start as early as 15 minutes.
- All games will be 3 x 12-15 minute stop periods unless otherwise specified.
- Overtime during playoffs will be one 5-minute, 3 on 3 sudden death period, followed by a shootout if required.
- Teams will shake hands after each game.
- All divisions are full-ice (except for 8U).

#### Time-Outs

- Each team is permitted one 30 second time-out per game, including overtime.



## Equipment

- All players must follow USA Hockey rules relating to equipment. Neck guards are mandatory for all Canadian teams as per Hockey Canada rules. Mouth guards are strongly recommended for all teams.

## Tournament Points

- Win – two points
- Tie – one point
- Loss – zero points

## Standings – After Round Robin Play

If 2 Teams are tied in the standings, the following tiebreaker steps will be taken in this order:

1. Most Wins
2. Head-to-Head Record
3. Goals For % (GF%) - Goals for divided by total Goals (GF + GA). The higher percentage will advance.
4. Least goals against
5. Most goals for
6. Least penalty minutes
7. Coin toss between tied teams

If 3 or more teams are tied in the standings, the following tiebreaker steps will be taken in this order:

1. Goals For % (GF%) - Goals for divided by total Goals (GF + GA). The higher percentage will advance.
2. Least goals against
3. Most goals for
4. Least penalty minutes
5. Coin toss between tied teams

- In the case of a tie between three or more teams, seeding will be determined for all teams using the 3 or more teams tiebreaker steps (it will not revert to the 2 team tiebreaker steps).
- The maximum goal differential that will be recorded in a game and used for tiebreaker calculations is 5.
- In the interest of safety, fair play and the tournaments competitiveness: Tournament staff have final say on playoff seeding.

## Overtime – Available for Playoffs (Quarter Finals, Semi Finals or Championships)

- There will be a 5 minute, 3 on 3 sudden death overtime period to determine the winner.
- If no winner is decided at the end of overtime, a 3-player shootout will decide the game.
- If teams are still tied after the first 3 shooters, there will be a sudden death shootout.
- Each team must use every player on the bench before allowing the first shooter to go again.
- Players will shoot simultaneously at each end, unless it is a championship game.
- Players serving penalties at the end of overtime are permitted to participate in the shootout.

## Goal Spread

If a difference of 5 goals or more exists at any time during the third period, running time will commence. The time will not stop again until the difference is reduced to 4 goals or less. If a difference of ten goals or more exists at any time during the game, running time will commence. The time will not stop again until the difference is reduced to 9 goals or less. The officials have the authority to stop the clock until the next puck drop if it is deemed that a team is intentionally delaying or if by their discretion an injury timeout is warranted.



### **Participation in Games**

- A team that does not present itself for a game will forfeit that game and will be subject to expulsion from the tournament (at the discretion of the tournament staff). No refunds will be given.

### **Forfeits**

- All forfeit games (for any reason) will be recorded as 5-0 scores.

### **Sweater Conflicts**

- If a jersey colour conflict arises, the visiting team will be asked to wear their alternate jerseys. If they do not have alternates, the home team will be asked to wear their alternates.
- Pinnies may be available if required.

### **Spectators**

- Any spectator deemed by either the referee or the Tournament Coordinator to be acting in a manner detrimental to the maintaining of a fun and safe environment will be subject to ejection from the rink area and/or premises. This includes but is not limited to swearing and profane language, verbal attacks directed towards players, game officials, tournament staff, or other fans, and fighting or threatening to fight. Failure to comply with an ejection may result in a delay of game penalty being assessed to the spectator's team at the referee's discretion.
- Please note that in extreme circumstances games can be stopped and/or forfeited by tournament staff.