



Tournament Rules & Regulations – 10U, 12U & 14U

1. All Games will be 3 – 12 minute stop time periods with a 3-minute warm-up.
2. Penalties will be 1-minute minors, 3-minute majors and 6-minute misconducts. Players are NOT allowed to leave the penalty box between periods.
3. If at any time during the game one team is ahead by 8 goals or more the time will go to running time for the remainder of the game regardless of score changes and will only stop for injuries.
4. If at any time during the 3rd period the lead is 5 or more goals the time will go to running time for the remainder of the game regardless of score changes and will only stop for injuries.
5. THERE ARE NO TIMEOUTS DURING ANY GAME.
6. Teams will receive 2-points for a win, 1-point for a tie and 0-points for a loss. There will be no overtime until the 3rd/4th Place and Silver/Gold Medal Games.
7. Home team will wear light colored jerseys and visitors will wear dark jerseys except when a team only has one color in which case they must let the other team know as soon as they arrive for the game. Failure to notify the other team will result in the team wearing vests and getting a delay of game minor to start the game.
8. All teams should be on the bench and ready to take the ice immediately upon the Zamboni leaving the ice. The warm-up time will start when the Zamboni doors close. (The exception to this is when the tournament photographer is taking team pictures at which time the warm-up time will start 1-minute after the last picture is taken.)
9. Teams must be ready to take the ice 15 minutes ahead of schedule. If the tournament is running ahead of schedule and a team is not on the ice at the end of warm-up they will start the game with a minor penalty for delay of game.
10. USA Hockey rules will govern play except where they differ from the above.
11. Absolutely NO ROSTER changes from the submitted tournament and USA Rosters can be accepted without consent from tournament officials. If an accepted roster modification is allowed a proper USA roster must be resubmitted.

Tiebreak Procedure

1. Head-to-Head (2 teams only)
2. Most wins
3. Least goals allowed in all games
4. Fewest penalty minutes (game misconducts count as 30 minutes)
5. Quickest goal scored in the tournament
6. Coin flip

(If a 3-team tie occurs and the above procedure is used you must go straight down the criteria and not return to the top at anytime)

Overtime Procedure

1. 1st overtime is 4v4 plus goalies
2. 2nd overtime is 3v3 plus goalies
3. 3rd overtime is 2v2 plus goalies
4. 4th and subsequent overtimes are 1v1 plus goalies
5. All overtimes are 2-minutes running time with changes ON THE FLY ONLY.
6. Any penalty in overtime is a penalty shot.
7. All overtimes are sudden death.