

2010 Minneapolis Washburn "Wings of Spring" Tournament Rules

PARTICIPATION:

USA Hockey Rules as modified by Minnesota Hockey for the classifications involved shall govern all players, coaches and spectators. The decisions of game officials, referees, and Tournament Director will be final.

The age brackets follow the Minnesota age requirements for the Squirt and Pee wee brackets.

- **Squirt** – Birth date between July 1, 1998 and June 30, 2000
- **Pee wee** – Birth date between July 1, 1996 and June 30, 1998

All teams must present USA Hockey rosters, birth certificates and evidence of insurance of all players and valid coaches CEP numbers for verification by tournament officials prior to the team's first game. Teams which cannot produce these forms shall not be allowed to participate until the correct forms are provided.

A Physician, Certified Athletic Trainer or Emergency Medical Technician will be in attendance at all games.

Only registered USA Hockey referees will be used.

Each player must wear a COLORED MOUTH GUARD THAT IS ATTACHED TO THE HELMET.

GAMES:

There will be a five minute warm up period before each game and a one minute rest between periods. The ice will be resurfaced at the conclusion of each game.

- **Squirts** - The first and second periods will be 15 minute running time. The third period will be 12-minute stop time. If there is a goal differential of five or more goals in the third period the time keeping will change to running time. Stop time will start again when the differential is less than five goals.
- **Pee wee** – All three periods will be 12-minute stop time. If there is a goal differential of five or more goals in the third period the time keeping will change to running time. Stop time will start again when the differential is less than five goals.

PENALTIES:

- Minor Penalties = 2 minutes
- Major Penalties = 5 minutes
- Misconduct Penalties = 10 minutes
- Game Misconduct Penalties = Game plus 1 additional game
- Fighting = Game plus 3 additional games = Tournament Suspension

Any player receiving, in one game, three penalties of any duration shall receive a game disqualification penalty and will be removed from the game being played. The player will be allowed to watch the remainder of the game from the stands (not the bench).

Any coach or spectator removed from a game for unsportsmanlike conduct or misconduct will be removed from the **arena** for the remainder of the tournament.

In the event of excessive penalties (a combined total of 16 penalties for BOTH teams in the game), the time keeping will change to running time for the remainder of the game.

Goal judges will not be used. The goal ruling of the game officials are final.

Laser pens, noisemakers and disruptive devices, as determined by the Tournament Director, are not allowed into the arena.

POOL PLAY: (Peewee A & Peewee B)

First two games will be scored as follows: Win = 2 points, Tie = 1 point, Loss = 0 points.

At the end of two games, if there is a tie within Pool A and/or Pool B the Tie Breaker Rules are:

1. Head to head play.
2. Goal differential (goals scored less goals allowed).
3. Fewest Goals Allowed.
4. Most Goals Scored.
5. Least total penalty minutes.
6. Coin flip

Peewee A & Peewee B: Sunday games will be: The first place, second place and third place team from Pool A will play the respective first place, second place and third place team from Pool B as determined by the pool play points.

Squirt A: Sunday games will be: Minneapolis will not play on Sunday. For the remaining teams, including ALL games, the team with the highest points plays the team with the second highest points for the Championship/2nd-place game. The team with the third highest points plays the team with the fourth highest points for the 3rd-place game. The above Pool Play tie breaker will be used if teams have equal points.

TIES/OVERTIME: All Squirt A and Squirt B games, and all games on Sunday including Peewee A and Peewee B games.

- **First Overtime:** One minute rest followed by a five minute running-time, 4-on-4, sudden death, overtime.
- **Second Overtime** (if needed): One minute rest followed by a 5-player shootout from each team. If the score remains tied after the first shootout, then a 5-player shootout will repeat using different players. All players (except goalies) must be used by a team before they can use a player a second (or third, etc.) time. 5-player shootouts will repeat until a winner is determined.

A player, with time remaining on a penalty at the conclusion of regular play, must serve the remainder of the penalty in the First Overtime with their team being shorthanded as the penalty warrants, with no fewer than 3 players skating.

A player, with time remaining on a penalty at the conclusion of the First Overtime, will not be allowed to participate in the Second Overtime.

TIME-OUTS: Each team will be allowed one 1-minute time-out per game during regular play. No time-outs may be called during overtime.

PROTESTS: This is a ZERO TOLLERANCE FACILITY and no abusive language or actions will be tolerated. NO PROTESTS ARE ALLOWED. Decisions by the referees and Tournament Director are FINAL.

BAD WEATHER: No games shall be rescheduled. The Tournament Director will re-format games allowing the available teams who travel the furthest to play first. Tournament Fee and Gate Fee refunds will not be issued.