



# General Rules and Information

*Presented by Ultimate Tournaments*

- **This is a sanctioned Tournament** with the following additions:
- All players must wear numbered uniforms in the proper team colors.
- The home team will wear a white or light colored jersey and the visiting team shall wear a dark colored jersey

Each team will need to provide a penalty box attendant for each game and this volunteer becomes an off ice official and has to remain neutral during the game and help the on ice officials, if needed.

- **Playing Time/Penalty Minutes**

Playing time for all games will be stop time periods as follows:

Mite	11 minutes
Squirt	12 minutes
Pee Wee	12 minutes
Bantam	13 minutes
Midget	13 minutes

A running clock will be used in the third period when one team is ahead by 5 or more goals. Penalty times are as follows:

	Mite	Squirt	Pee Wee	Ban/Midget
Minor	1:30	1:30	1:30	2:00
Major	5:00	5:00	5:00	5:00
Misconduct	6:00	6:00	6:00	10:00

No team is permitted a time-out in round robin play. In consolation game or championship game there is one timeout per game.

- **Starting Time/Warm up Period**

A) Teams should be ready to enter the ice surface for the warm-up period up to 15 minutes prior to the scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play.

B) Warm-up time shall be three minutes.

- **Zero Tolerance** – Referees will be instructed to strictly enforce zero tolerance rules. The Ultimate Tournaments tournament committee reserves the right to remove from the arena players, coaches or spectators who violate USA/ AAU Hockey zero tolerance policies.

- **Game Misconduct Penalty** – Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game.

- **Fighting or Fisticuffs** - Players receiving major penalties for Fighting or Fisticuffs in tournament games shall be immediately suspended for all games remaining in the tournament. Players may be subject to additional suspensions by their home governing bodies.

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- **Match Penalty** – Any player, coach or manager who receives a match penalty shall be suspended immediately for the balance of the tournament and these players, coaches and teams will not be welcomed for future Ultimate Tournaments events.
- **Game Suspensions** – Suspensions resulting from game or gross misconducts, or any other circumstances, which are mandated by USA Hockey or Tournament Rules will not be overturned by the Tournament Director or the Ultimate Tournaments Tournament Committee under any circumstances. Players, coaches and parents should be fully aware of the potential consequences of their actions at all times.
- **Protests** – Protests related to interpretations of specific rules will be reviewed and considered by the tournament director within one hour of a completed game. Protests must be submitted to the tournament director in writing citing the specific rule, from the current USA Hockey rulebook, in question. Protests related to judgment calls by referees will not be considered. Decisions of the tournament committee are final.
- **Game Points** Teams will be awarded points in round-robin play according to the following:
  - a. Two points for a win
  - b. One point for a tie
  - c. Zero points for a loss.

- **Tournament Standings**

Standings will be compiled by the tournament director and staff and posted at the rinks. Teams will be ranked within their tournament division by the total number of points obtained. In the event of a tie, final standings will be determined by the following criteria:

- a. Head to head competition—With 3 or more teams tied we skip Head to Head and go to most wins.
- b. Most wins
- c. Goal differential (5 goal maximum differential for a single game)
- d. Fewest goals against
- e. Fewest penalty minutes
- f. Coin toss

- **Tie games/Tie breaking procedures**

Each team will receive one point for a round-robin game that is tied at the end of regulation play. There will be no overtime periods for 3rd Place Games if tied at the end of regulation play. If a semi-final or championship game ends in a tie the following tie-breaking procedure will be followed:

- a. 5 minute sudden death overtime period (4 on 4, plus goalies)
- b. Shootout (4 players/team – each player may only shoot once) – most goals wins
- c. If shootout ends in tie, sudden death shootout until winner is decided (each team must continue through their roster until all players have taken a shot).