

White Bear Lake Moose Goheen & Jeffrey Hayne Memorial Invitational

Tournament Rules

1. All games will be played under USA Hockey rules as modified by MN Hockey and District 2.
2. Canadian teams must wear protective equipment as designated by CAHA.
3. An EMT (emergency medical technician) or a Physician Certified Trainer will be present at each game.
4. All games will be officiated by USA Hockey certified officials.
5. In the event of a player injury, coaches will not be permitted on the ice unless summoned by an official. Medic has final say as to whether injured players are approved to return to the game.
6. Rostered players not dressed for the game but on the bench must wear their jersey or team apparel, helmet with face mask and mouth guard.
7. Teams must be ready to play a minimum of 15 minutes prior to scheduled game time.
8. The White Bear Lake Area Hockey Association and any of its affiliates assume no liability for personal injury to any participants during the tournament.
9. Games will be played as follows:
 - ***Junior Gold, Bantam**: 4 minute warm-up. Three **15** minute stop-time periods. 2 minute minor penalties.
 - ***12U, PeeWee**: 4 minute warm-up. Three **15** minute stop-time periods. 1:30 minute minor penalties.
 - ***10U, Squirt**: 4 minute warm-up. Three **12** minute stop-time periods. 1 minute minor penalties.
10. A resurface will occur every two periods for Bantam and Junior Gold games. All other ice will be resurfaced after completion of the game.
11. In tournaments utilizing a round robin format, a win will be 3 points, a tie will be 1 point, and a loss will be 0 points. There will be no overtime during pool play. Overtime rules apply only during the medal round games.

All games will go to running time in the 3rd period if remaining ice time will not permit the completion of the game.

The tournament director reserves the right to alter the time of periods to best utilize scheduled ice time. Ice will be resurfaced at the end of each game for 10U, Squirt, 12U and PeeWee and every 2 periods for Bantams and Jr. Gold, time permitting. Some games will start on dirty ice. A five (5) goal lead during the (3) third period will dictate running time until the lead is less than five (5) goals. Each team will be allowed a 1 minute time out, during regulation play.

The Tournament Director shall have the discretion to alter the ice resurfacing schedule after considering such factors as the importance of the game and time remaining for games later in the day.

JUNIOR GOLD: A Game Ejection (Disqualification) shall be automatically assessed when a player receives three (3) penalties during a single game. Enforcing this penalty is the joint responsibility of the referees, the scorekeeper, the coach and the player. If it is determined that during a game a team allowed a player to continue to participate after receiving their third penalty, the game will be immediately forfeited to the other team. A player receiving a game ejection (disqualification) for three (3) penalties is eligible to play in the next tournament game.

Overtime for Bracket or 1st & 3rd Championship Games Only:

In the event of a tie score at the end of regulation play, the following procedure will determine the winner:

1. A 1 minute rest period will be taken after regulation play and prior to the start of the first overtime period. Teams will remain on the same end of the ice.
2. The first overtime will be **"Sudden Death."** Played **4 on 4**, for 5 minutes running time.
3. If a penalty is called during 4 on 4 play, the penalized team will lose a player making it 4 vs 3. If a team is entitled to have a two player advantage, then they will play 5 vs 3.
4. If the score remains tied after the 4 on 4, a second 5 minute 3 on 3 running time overtime will be played. If the score remains tied a 5-player shootout will proceed, followed by single shooters until a winner is determined. No skater can shoot a second time until all skaters have been used in the shootout.
5. At the tournament director's discretion due to time restraints, the ice will NOT be resurfaced during overtime unless specified.

Pool winners and wild card winners will be determined in the order of the following criteria:

1. Total Points
2. Head to Head competition
3. Goal Differential (difference between goals scored and goals against, to a maximum of 6 goals per game)
4. Fewest Goals Allowed
5. Goal Quotient
6. Fewest Penalty Minutes Served
7. Coin Flip