2026-27 RULES AND REGULATIONS

1. All teams must be registered with U.S.A. Hockey, the Canadian Hockey Association, or the appropriate IIHF affiliate.

2. The use of ineligible players will disqualify teams from remaining tournament play. All games played by the disqualified team will be forfeited (3-0 score recorded). No monies will be refunded.

3. Any forfeited games affecting other teams in terms of playoff status may be reviewed by the tournament director to determine which teams advance beyond preliminary round play.

4. **Players and coaches should report at least 45 minutes prior to scheduled start time. If games are running ahead of schedule, teams should be prepared to start as early as 20 minutes prior to the scheduled start time.**

5. A team representative, either coach or manager appearing on the team's official roster, should report to the tournament director at least 30 minutes prior to the start of each game to attend to administrative responsibilities.

6. **Individual players typically do not have to sign in prior to each game. However, the tournament director reserves the right to impose a player "sign in" at any time during the event. If such a requirement is imposed, the team manager and/or coach will be notified at least 30 minutes prior to game time.**

    A. Team contacts should have the following credentials/documents in their possession throughout the tournament; USA/CHA/IIHF AFFILIATE CERTIFIED ROSTER OR PLAYER CARDS & TRAVEL PERMIT (if required by team's sanctioning body).

PLAYING RULES

1. A zero-tolerance rule for verbal abuse is in effect. For players, a minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a player:
    A. Openly disputes or arguments about any decision by an official (On-ice or tournament directors)
    B. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any person.
    C. Visually demonstrates any sign of dissatisfaction with any decision by an official.

2. For coaches/managers/trainers; a minor penalty for unsportsmanlike conduct (zero-tolerance) shall be assessed whenever a coach/manager/trainer:
    A. Openly disputes or arguments about any decision by an official (On-ice or tournament directors)
    B. Uses obscene or vulgar language in a boisterous manner to anyone at any time, even if it is not directed at any person.
    C. Visually demonstrates any sign of dissatisfaction with any decision by an official including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players, or spectators.

D. Please keep in mind that the tournament director does not have the authority to reverse the decisions of the game officials.

3. U.S.A. HOCKEY playing rules for all games. All teams please note the following rules, especially teams from outside of the United States that may not be familiar with or aware of some of them:
   A. Any player receiving 4 penalties (major, minor, misconduct or any combination of these) in one game will sit out the following game.
   B. Any team receiving 12 penalties (major, minor, misconduct or any combination of these) in one game will have their head coach sit out the following game.
   C. No center ice line except for icing the puck.
   D. Delayed/tag-up offside in Youth 15 only and above, and Girls 16U and above age classifications.
   E. Icing the puck while shorthanded allowed in Youth 15 only and above, and Girls 16U and above age classifications.
   F. Teams are required to adhere to their local sanctioning body's equipment requirements.
   G. **Penalty lengths: Minor penalties are 1 minute, 30 seconds and Major penalties are 5 minutes. Misconducts penalties are 10 minutes.**

4. **Any game misconduct results in an automatic one game suspension regardless of when the infraction took place during the game. In other words, if a player is given a game misconduct during a game, he/she must sit out their team's next game.**

5. Any player or coach receiving a match penalty will be disqualified from further tournament play. Suspended individuals are not permitted on the bench or in the locker room.

6. Tournament directors reserve the right to take measures necessary to ensure completion of game(s) such as, but not limited to, suspending ice resurfacing, moving awards presentation(s) to an "off ice location.

7. **Mercy rule:** if 5 or more goals separate the teams at the end of the second period or at any time during the third period, running time will commence for the remainder of the game. If the trailing team reduces the goal differential to 2 goals, stop time will resume for the remainder of the game. **The maximum goal differential attainable per game is +/-6**

8. **TEAMS MUST BE PREPARED TO BEGIN A GAME UP TO 20 MINUTES AHEAD OF SCHEDULE**. Failure to comply with this rule may result in the assessment of a two-minute bench minor penalty. The decision to start a game earlier than scheduled is at the discretion of the tournament director.

9. No time outs will be allowed in preliminary round games, one (1) time out per team will be allowed in **SEMI-FINAL AND CHAMPIONSHIP GAMES ONLY.**

10. For the purpose of determining preliminary round standings, 2 points for a win, 1 point for a tie, 0 points for a loss.

11. Games may be terminated entirely, subject to curfew, or having running time instituted at any time if the tournament director, after consulting with the referees, deems it necessary. The tournament director reserves sole discretion in regard to the allowing of result of the game at the time of termination, to be entered into preliminary game standings.

PERIOD LENGTHS:

13-13-13 MINUTES SQUIRT (10U), PEE WEE (12U) & BANTAM (14U) DIVISIONS.
14-14-14 MINUTES FOR MIDGET (16U & 18U) DIVISIONS.

Semi-final and championship games: period times will be same as above. If tied at the end of regulation play, the teams will play a 5 minute of sudden death overtime **4-v-4** (4 players plus a goalie per team). If teams are still tied after the overtime period, then a "shoot-out" will take place. THERE IS NO OVERTIME IN CONSOLATION GAMES.

PENALTIES DURING OVERTIME

When a team receives a penalty during overtime, that team will skate shorthanded 4-v-3 during this time. If that same team receives another penalty, while the time of the first penalty is still being served, the teams will skate 5-v-3. Once the first player's penalty has expired, the player will enter the ice and the teams will play 5-v-4 until the next stoppage of play. During this stoppage, the teams will then go back to 4-v-3 power play and the player still in the box will enter the ice once their respective penalty has expired and the teams will skate 4-v-4.

"SHOOT OUT" FORMAT

1. The team manager/coach must indicate order of shooters by placing the numbers 1-10 next to appropriate player on game sheet or if available from tournament director, a "shootout" form prior to the start of a semi-final or championship game. The visiting team will be required to shoot first in all shootout rounds.

2. The "shoot out" will start with a round of three (3) shooters per team. If a team outscores its opponent in the round, then the game has been decided, and no further rounds will take place. If the game remains tied after shooters 1-3 have completed their respective attempts to score, the shootout will proceed to a "**sudden death**" format starting with shooters 4-10. Sudden death means the first team to score without the opposing team scoring, wins. This process will continue indefinitely until a non-tie situation exists. If the score remains tied after attempts from shooters 4-10, the order returns to shooters 1-3 and so on. The shooting order cannot be changed during shootout.
3. To start the "shoot out" process the shooter designated "1" will shoot first, "2" will shoot second and so on.

4. **PLAYERS RECEIVING A PENALTY IN OVERTIME THAT HAS NOT EXPIRED BY THE END OF THE OVERTIME, ARE NOT ELIGIBLE TO PARTICIPATE IN THE "SHOOT-OUT" AND CANNOT BE SUBSTITUTED FOR BY THE TEAM. THE SPOT(S) WILL BE SKIPPED AND THE NEXT PLAYER IN THE ORDER WILL SHOOT.**
5. Goaltender substitution once the "shoot out" process has begun is not permitted unless an injury occurs.

6. If a team has less than ten non-goaltender players on the roster, then the players assigned the lowest numerical positions in the first round (positions 1-3) will assume the "shoot out" positions that have not been assigned in the Second round (positions 4-10) due to a short roster that does not allow for the entire second round of shooters to be filled. Shooter "1" of the first round will fill in the first vacated spot of the second round of shooters; shooter "2" will fill the second and so on.

PLAYOFF FORMAT

Please refer to tournament scoreboards or speak to a tournament director to determine playoff format for each individual division. It is incumbent upon the team management/coaches to confirm with a tournament director their final position in the standings and their playoff status, before leaving the rink upon completion of preliminary round games.

"TIE BREAKERS"

(TO DETERMINE PLAYOFF TEAMS)

1. **"HEAD TO HEAD" COMPETITION. DIRECT PLAY BETWEEN TWO TIED TEAMS.**
2. **"GOAL DIFFERENTIAL". THE TEAM WITH THE GREATER GOAL DIFFERENTIAL (GOALS FOR MINUS GOALS AGAINST) WILL ADVANCE. THE MAXIMUM GOAL DIFFERENTIAL ATTAINABLE PER GAME IS SIX.**
3. **LEAST GOALS AGAINST.**
4. **LOWEST PENALTY MINUTES.**
5. **COIN TOSS**

"SPECIAL EXCEPTIONS"

THE APPLICATION OF "TIE BREAKERS" IS USUALLY SIMPLE AND CONCLUSIVE IN DETERMING PLAYOFF TEAMS. HOWEVER, OVER MANY SEASONS, SCENARIOS HAVE EMERGED THAT HOCKEY TIME MANAGEMENT FEELS REQUIRE ADDITIONAL DETAIL AND EXPLANATION. "SPECIAL EXCEPTIONS" SCENARIOS AND "TIE BREAKERS" ASSOCIATED WITH EACH ARE AS FOLLOWS.

1. 4 TEAM DIVISION, 3 TEAMS ARE TIED WITH IDENTICAL RECORDS. THE 4TH TEAM IN THE DIVISION HAS 0 WINS AND 3 LOSSES OR 3 WINS AND 0 LOSSES. SINCE THE 3 TIED TEAMS HAVE IDENTICAL WIN AND LOSS RECORDS IN PRELIMINARY ROUND GAMES, "HEAD TO HEAD" COMPETITION IS NO LONGER VALID.

"TIE BREAKERS", 2, 3 & 4 ARE THEN APPLIED USING SCORES INVOLVING GAMES BETWEEN THE TIED TEAMS. IF STILL TIED, "TIE BREAKER" 5, A THREE-WAY COIN TOSS WILL TAKE PLACE. THE TWO TEAMS POSSESSING A SIMILAR RESULT WILL ADVANCE. IF ONLY 1 PLAYOFF SPOT EXISTS, THE 2 REMAINING TEAMS WILL REPEAT THE COIN TOSS.

2. DIVISION CONSISTING OF MORE THAN 4 TEAMS, 3 OR MORE TEAMS ARE TIED IN TOTAL POINTS UPON COMPLETION OF PRELIMINARY ROUND PLAY. EACH TIED TEAM HAS NOT PLAYED ALL REMAINING TIED TEAMS IN PRELIMINARY ROUND GAMES.

"TIE BREAKER" 2: GOAL DIFFERENTIAL WILL BE APPLIED. UPON APPLICATION THUS ADVANCING AND/OR ELIMINATING 1 OR MORE TIED TEAMS FROM FURTHER PLAY AND LEAVING 2 TEAMS WITH AN OPPORTUNITY FOR ADVANCEMENT, IF "HEAD TO HEAD" CONDITIONS EXISTS, THIS WILL DETERMINE THE FINAL PLAYOFF TEAM.

3. 6 TEAM DIVISION: 3 TEAMS ARE TIED IN POINTS. 2 GAMES INVOLVING TIED TEAMS HAVE BEEN PLAYED. ONE OF THE 3 TIED TEAMS HAS DEFEATED THE OTHER TIED TEAMS.

THE TEAM THAT HAS DEFEATED BOTH OF THE OTHER TIED TEAMS WILL ADVANCE.

ANY SCENARIO NOT SPECIFICALLY COVERED BY THE ABOVE, WILL THEN BE LEFT TO THE DISCRETION OF THE TOURNAMENT DIRECTOR.

Home team, light colors, visiting team, dark colors. If your team has two sets of jerseys, we strongly recommend bringing both sets to all tournament games. If a color conflict or dispute arises, the tournament director reserves the right to make the final decision.

SANCTIONING & ON-ICE OFFICIALS

All tournaments are sanctioned by USA HOCKEY. We are required to use U.S.A. HOCKEY carded officials and have them officiate only those games that U.S.A. HOCKEY has certified the to officiate.

PARENTS, SPECTATORS AND FANS REGULATIONS

We ask that all parents, spectators, and fans conduct themselves in an orderly, sportsmanlike, and professional manner when attending a Hockey Time Productions tournament game. Any report of disorderly conduct in the rink, parking lot, etc. including, but not limited to the following, will not be tolerated:

- Parents, spectators, and fans going on the ice or into bench area, penalty box or scorer's box.
- Parents, spectators, or fans going into the referee's locker room or opposing team's locker room.
- Physical or verbal abuse of referees, coaches, players, rink employees or tournament officials.
- Fighting amongst parents, spectators, or fans in the stands.
- Excessive use of noise makers

If any of these issues are abused, Hockey Time Productions has the right to dismiss all culprits from the facility at any time. Also, to be included:

1. **Parents, spectators, and fans are not permitted to confront the tournament director(s) or scorekeeper(s) at any time.** If an issue arises, that issue must be brought to the attention of the Hockey Time representative by a coach or manager. If a parent, spectator, or fan continues to abuse the tournament director(s) and/or scorekeeper(s), they can be dismissed from the facility at any time, by the director or rink personnel. If the person(s) does not leave in a timely fashion, police can be called to assist.

2. **Any parent ejected from the rink during a game must leave the building and are not permitted back in the facility until the team's next game or whenever determined by the tournament director.**

3. **Use of mechanical noise makers of any kind is prohibited. Excessive use of cow bells will also not be tolerated.**

4. The tournament director reserves the right to eject unruly spectator(s) from the premises. Typically, a warning is issued to the offending party and the situation is monitored. If behavior continues the offending party(s) will be asked to leave the building.