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TCS HOCKEY TOURNAMENT RULES

(21/22 Fall & Winter USA Hockey Events)

- This is a USA Hockey Sanctioned Tournament in which all USA Hockey rules and penalties shall apply to all games. Including New USA Rule Changes (2021-25):
 - Eliminates tag-up offside at all Youth levels of play. Immediate offside is now applied at all levels except High School classifications.
 - Prohibits all Youth levels of play to legally ice the puck during shorthanded situations. Only exceptions are High School classifications.
- All participating teams, players, and coaches must be certified with USA Hockey, the Canadian Amateur Hockey Association or the appropriate IIHF affiliate. All teams will need to provide us with a certified team roster.
- All score sheets will be at the tournament headquarters at each assigned rink. Each team needs to bring enough labels for up to six games (18 labels) to be placed on the score sheets before each game. A team representative for each team is required to check its roster prior to each game and make appropriate changes or notations to the score sheet. Please stop by our tournament headquarters to pick up a copy of your score sheet. *Scoresheets will not be emailed out after the tournament.*
- For all games, the home teams will wear it's white home jerseys and the away teams will wear it's dark colored away jersey. All players must wear numbered jerseys in the proper team colors. *TCS will have the final say if there is a conflict with jersey colors.*
- A maximum of four team officials may be on the player's bench at one time.
- No player is allowed to participate on more than one team in his/her respective age division.
- Each team will need to provide a penalty box official for each game. This person becomes an off ice official & must remain neutral during the game & help the on ice officials, if needed. The tournament will provide the scorekeepers.
- Hockey Canada equipment rules are those recognized and subject to/by your governing body &/or as required by their own league or associations (i.e. mouth guards, neck guards, and all other equipment). Hockey Canada requires a BNQ Certified Throat Protector (neck guard) for all Youth Divisions. Hockey Canada rules do not mandate the wearing of a mouthpiece at any age division

where a full mask is required.

- All players, including goalies in the Pee Wee through Midget 16U age divisions are required to wear a colored (non-clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper. For the first violation of this mouthpiece rule, the team will be issued a warning. A misconduct penalty will be assessed to any player or goalie of that team for a second violation during that game. Neck guards are not required by USAH, but may be required by your affiliate so please check with your state or affiliate to see if your team is required to wear neck guards.

GAME FORMAT

- Mite Half-Ice = (2) 20 minute running-time periods with a horn sounding every (2) minutes for shift changes.
- Squirt, Pee Wee, & Girls 12U = (3) 12 minute stop-time periods
- Bantam & Girls 14U = (3) 13 minute stop-time periods
- Midget 16U/18U, Girls 16U/19U, & High School = (3) 14 minute stop-time periods
- PENALTIES
 - Squirt & Pee Wee = 1:00 minute minor penalties
 - Bantam & Above = 1:30 minute minor penalties
 - ALL DIVISIONS = 5:00 Major Penalties | 10:00 Misconducts
- (3) minute warm up for all levels. Teams must bring their own pucks.
- Round-Robin Point System: 2 points for WIN & 1 point for TIE, & 0 for LOSS
- Any player receiving 4 or more penalties in one game is ejected & must sit the following game.
- If a team receives 12 or more penalties in one game, the head coach must sit the following game.
- 5 minute major penalties are considered Game Misconducts.
- Any players or coaches receiving a Game Misconduct must sit the following game.
- Any players or coaches receiving a Match Penalty is disqualified from further play and will be done for the tournament.
- Fighting will not be tolerated and will result in a tournament ejection.

- Any player who receives 2 (10) minute misconducts in the same game will be ejected from the remainder of that game and will sit the following game. The second ten minute misconduct is converted to a game misconduct.
- Maximum goal differential attainable per game is +/-5.
- A running clock will be used in the third period when a team is ahead by 5 or more goals. If the gap is closed to 4 goals, then stop time will resume.
- Spitting will NOT be tolerated and may result in a tournament ejection.
- There will be No timeouts for Round Robin Games. Only Championship Games teams are allowed one timeout. Timeouts in overtime ARE allowed if the team has yet to use theirs.
- Tie breaker system – In the event of two or more teams ending up with the same amount of points in round-robin play, final standings will be determined by the following criteria: Head to Head competition, Most Wins, Best Goal Differential, Fewest Goals Against, Most Goals For, Fewest Penalty Minutes, & Coin Flip.
- Tie game system – a tie will remain a tie in round-robin play. Also, will remain a tie for all consolation games. For all playoff & championship games if tied after regulation play, we will play one (5) minute running sudden death overtime period (4 on 4). There will be NO INTERMISSION, your players must be ready for the OT period immediately following regulation time. In overtime for the last minute, clock will be stopped during whistles. The teams will switch sides so that each team is defending the goal farthest from their bench. If a penalty occurs, we will go to 4 on 3. If another penalty occurs during that time frame from the same penalized team we will start 5 on 3 until the next stoppage of play.
- If tied after the overtime period, we will then go to a 3 player shootout in which most goals wins. Home team will decide who will shoot first. If tied after the 3 player shootout, we will then go to a sudden death shootout until the winner is decided. The players in the first group of three may not shoot again until all other eligible players on their team have had a turn or the opposing team has used all of their shooters. Ex: If Team B has 12 Players and Team A has 14, Team A can repeat players after the 12th shooter.
- Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting other teams in terms of playoff status, may be reviewed by the tournament committee to determine which teams advance beyond robin play.
- Suspensions resulting from Game Misconducts, Match or Fighting Penalties will not be overturned by the tournament director under any circumstances. No tournament official has the right to change a

score sheet or reverse a call from a referee. Once the game is over, the score sheet is final.

- Any player who receives a major penalty, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and his/her next game. USA Hockey Official Playing Rules shall govern the assessment of penalties.
- At the conclusion of each game, the coach of each team shall be responsible for reviewing the score sheet to determine whether any player or team official has been suspended or disqualified from participating in any future game.
- Games can be stopped and ended at any time if our officials or tournament directors feel that continuing play is considered to be not in the best interest of the tournament and everyone involved.
- Officials will be informed to be very strict regarding our zero tolerance policy. TCS Hockey &/or rink management reserves the right to remove from the rink – players, coaches, or spectators who violate our zero tolerance policies. Any coach or spectator that gets removed in a game will receive a full tournament suspension.
- Protests will not be accepted based on the judgements or calls made by an on-ice official. However, a game may be protested based on the opponent's use of an ineligible player, or on a violation of rules or protocol that clearly has an impact on the game and that inures to the detriment of youth hockey. Any such protest must be filed by the protesting team as soon as possible by referring to our tournament director for their consideration done by the Coaches & Manager. If the tournament director determines that the circumstances warrant it, he may uphold the protest and assess the appropriate penalties against the offending team. The tournament director's decision in any such matters will be final.

Anything not covered here shall be directed to the tournament directors. TCS will have the final say on any and all matters.