

2011-2012 Eagan Tournament Rules

Tournament Games

- All games will be played under **USA Hockey Rules**, as modified by Minnesota Hockey (formally MAHA) and the Eagan Tournament Committee.
- Only USA Hockey registered Referees will officiate the games. No protests allowed. All decisions by the tournament director or his designate are final.
- An EMT, Certified Trainer, Registered Nurse, Physician or other qualified medical personnel will be present at each game. The onsite EMT/Medical Personnel will make the final determination if a hockey player can continue to play after an injury.
- All games will be played during one hour and fifteen minutes (1:15) of ice time, which will be used as follows:
 1. A five-minute warm-up.
 2. There will be three-twelve minute *stop time periods*. There will be a one-minute rest period between each period. (The tournament committee reserves the right to alter the time of periods to best utilize scheduled ice time.)
 3. A five-goal lead during the third period will dictate running time until the lead is less than five goals.
 4. Ice will only be resurfaced between games.
 5. Each team will be allowed one 1-minute time out during regulation play. A time out will not be allowed during overtime play.
 6. In the event of an injury, the clock will be stopped until play is resumed.

Tie Breaker Rules

- In the event of a tied score at the end of regulation play, the following procedure will determine the winner.
 1. A one-minute rest period will be taken after regulation play and prior to the start of the first overtime period.
 2. Overtime will be a **Sudden Death** format with four players and one goalie per team. The overtime period is five minutes. It will be stop time.
 3. If no goal is scored after the first overtime period, the second overtime will commence with three players per team. This will continue until a goal is scored. There are **no** shootouts.

Player Penalty Time

- Penalty time shall be as follows:
 1. Minor Penalty = 1.50 minutes
 2. Major Penalty = 5 minutes
 3. Misconduct = 10 minutes
 4. Fighting = automatic game misconduct
- Penalty time will begin at the drop of the puck following the penalty assessment.
- Only minor and major penalties will be displayed on the scoreboard.
- The official scorekeeper shall keep a record of the penalty time and notify the timekeeper and the penalty box assistant.
- All officials shall have a complete understanding of the penalty times and expiration procedures.

- **Five (5) penalties in one game will and the player is out of the game. The player must go directly to the locker room. Another player must then serve the minor penalty.**
- In the event a player receives a game misconduct penalty, **that player will not be allowed to play in the next tournament game.**
- Fighting will not be tolerated. Referees are instructed to eject any player who drops his stick or gloves, or otherwise engages in fighting, regardless of provocation. Fighting or deliberate action to injure will result in the disqualification of the offending player from the tournament at the discretion of the Referee-in-charge.

Improper behavior by anyone in the arena including players, coaches, parents or spectators will result in immediate removal from the arena and/or tournament.

Team, Player and Coaching Requirements

- No more than twenty (20) uniformed players and no more than three (3) non-uniformed adults representing the Coach and Assistant Coaches may occupy each player's bench at any one time.
- Team Managers and Coaches must report to the tournament office 45 minutes before the schedule game to get locker room assignments and to complete game sheets.
- Each team will furnish a roster and starting lineup to the official scorekeeper at least 15 minutes prior to the start of each game.
- Each team shall provide its own insurance coverage and must provide proof of coverage at the time of registration.
- Each player must wear an approved helmet with full protection including a chinstrap, face shield straps and a mouth guard. Canadian teams must wear protective equipment as designated by CAHA. Helmets must be worn when on the bench.
- Every active player must wear internal colored mouth guards during the course of each game.
- A player not dressed for the game, but on the bench, must wear their jersey, a helmet with facemask and a mouth guard.
- In the event of an injury, coaches will not be permitted on the ice unless summoned by the head referee or medical personnel attending to the injured player.
- Teams must be ready to start as schedule and/or as the referee calls the players to enter the ice. If not ready as scheduled, the team may be assessed a two minute penalty for delay of game.
- The top team designated will be the home team and should wear light colored jerseys.
- The tournament committee will keep the official scorebook. Only members of the committee will be allowed in the scorekeeper's box.

NO NOISE MAKERS OF ANY KIND ALLOWED

3 coaches and one manager will receive a tournament pass at check in.