

## **IRON RANGE HOCKEY INVITATIONAL TOURNAMENT RULES AND PROCEDURES**

1. MAHA and USA Hockey rules will govern play, except as modified below. It is the responsibility of all coaches to be familiar with the playing rules. The tournament committee wishes to avoid any conflicts because of a misunderstanding of the rules on the part of the participants or their followers.
2. Games: If tournament officials determine that the schedule is in jeopardy, and in order to protect the schedule, running time will go into effect until we are back on schedule. The number of games played by any player or team on one day shall not be more than two with a minimum of four hours between the finish of the first game and the start of the second and twelve hours between games played on consecutive days.
  - a. **Mites**- 3 periods - 10 minute stop time.
  - b. **Squirts & Peewee (boys & girls)** - 3 periods - 12 minute stop time.
  - c. **Bantam**- 3 periods- 13 minute stop time.
  - d. **Midget BB & Girls 19U** - 3 periods- 13 minute stop time.
3. Warm up time: Teams will be allowed a 3 minute warm up time before each game begins. Coaches are asked to cooperate with the time limit.
4. Mercy Rule: If at any time during the game a 6 goal margin is established, running time will be played. Running time will continue until such time that the margin is reduced to less than 6 goals.
5. Overtime: Played only in semifinal or championship games. There will be one overtime period consisting of an 8 minute stop time. First team to score wins. After that, a 5 player shoot-out will determine a winner.
6. Protests: There may be no protest on playing rules, interpretations of playing rules by on-ice officials, or judgment calls. If a referee fails to appear for a game and the coaches agree to play, the coaches lose the right to protest any aspect of the game. A protest must be filed in writing, within one (1) hour after the completion of the game. A \$25 protest fee must accompany the protest. The fee is forfeited if the protest is denied.
7. Bench Officials: Only four (4) people other than dressed players will be allowed on the team bench. All persons on the bench must be listed on the application, roster, and be carded coaches.
8. Equipment: All players in all divisions will be required to wear mouth guards (not clear) and they must be attached to face masks. (Exception for Mites)
9. Points to determine semifinalists: In the divisional round robin- 1 point will be awarded for each period won, 2 points for a game win, 1 points for a game tie, and 0 points for a game loss. Teams with the greatest number and second greatest number of points accumulated by the above formula, within their respective divisions, will advance to the semi-final games. In the case of twelve (12) team tournaments, only teams with the greatest number of points automatically advance. If any teams are tied in points at the conclusion of their round robin, Iron Range Tiebreaker Rules will be used to determine which teams will advance to the semi-finals.
10. Officials: All games will be officiated by USA HOCKEY registered officials.

11. Team Trophies: Will be awarded for 1<sup>st</sup> and 2<sup>nd</sup> place.
12. Time Outs: One (1) 30 second time-out will be allowed per team in any game during the tournament. Time-outs must be called during a stoppage of play.
13. Home Team: For tournament purposes, the team listed 1<sup>st</sup> in the schedule is the designated home team. In case of a uniform color conflict, the team to change will be the designated home team.
14. Ice resurfacing: The ice will be resurfaced after every game, with the exception of Midgets, Bantams and Girls 19U, which will be resurfaced every two periods.
15. Dressing rooms: Assignments will be posted on board in the lobby. Only Registered players, team officials, and tournament officials will be allowed in the assigned dressing rooms. Teams are responsible for any damage done to the dressing rooms during their use. Teams will be required to post \$20.00 cash deposit that will be refunded at the conclusion of each game if that team's use of the dressing room has been damage free.

### **IRON RANGE TIE BREAKER RULES**

1. Best Record based on total points.
2. Head to head results- total points.
3. Periods won- total.
4. Number of shut-out periods- total.
5. Least goals allowed- total.
6. Most goals scored- total.
7. Coin flip.