

DISTRICT 3 TOURNAMENT RULES AND GUIDELINES
12 & UNDER B TOURNAMENT
14 & UNDER A TOURNAMENT
PEEWEE A & PEEWEE B (1) TOURNAMENT
BANTAM A & BANTAM B (1) & (2) TOURNAMENT

- RULES:** All games will be played under USA Hockey rules as modified by Minnesota Hockey and the exceptions as noted (fighting)
- SIGN-IN:** All players, coaches and managers must sign in 30 minutes before their first game for roster verification:
- CREDENTIALS:** **The following items MUST be submitted by each team to the tournament chairperson for review and approval by the District Director or designee prior to their first tournament game. Failure to comply may result in forfeiture of that team's first game.**
- USA Hockey Player Roster Form(s) signed by respective district director or other person authorized by USA Hockey registrar to sign rosters.
 - Player Birth Certificates
 - Waivers: (if applicable)
 - An approval letter from the Minnkota District Registrar for any player rostered in a younger age group than is implicit based on the player's birth date.
 - **CEP (Coaches Education Program) card verification.**
- FIGHTING:** Any player receiving a fighting penalty will automatically be disqualified for the remainder of the tournament.
- WARM UPS:** Five (5) minutes before the start of each game.
No warm ups after a resurface.
- AWARDS:** Trophies and medals will be awarded for first and second place.
- HOMETEAM:** The Home Team, throughout the tournament, will be the team that finished highest in the league standings. Home team will wear light colored jerseys.
- PLAYING TIME:** Be sure referees are aware of the game times prior to the start of the game.
The hour clock will not be used.
Periods – three (3) 15 minute stop time.
Penalties – Minor – two (2) minutes
Major – five (5) minutes
Misconduct – ten (10) minutes
Running time in the third period if the goal differential is six (6) or more goals. If the goal differential becomes less than six (6), stop time shall again begin.
- TIMEOUTS:** Each team shall be permitted to take one time-out of a one-minute duration during the game.
- BREAKING OF TIES:** In the case of a tie at the end of the regulation playing time, the teams shall not change goals and sudden victory overtime play shall ensue using the following format.
- a. Two (2) minute rest.
 - b. First overtime period – ten (10) minutes – five on five.
 - c. Two (2) minute rest.
 - d. Second overtime period – five (5) minutes – four on four.
 - e. Resurface the ice.
 - f. Remaining overtime periods – ten (10) minutes – three on three followed by two (2) minute rests.
In the event of a penalty, the non-penalized team would be allowed a fourth player (four on three).
The penalized player (or player serving the penalty) would return to the ice when the penalty is over, and four on four play would continue until there is a stoppage of play, at which time three on three would resume.
- RESURFACE:** Prior to the first and third periods or every 2 periods if time is an issue.
- PROTESTS:** None allowed.
- GOAL JUDGE:** Will not be used.
- PLAYER BOX:** Maximum of four (4) adults and twenty (20) fully dressed players. Injured players must wear a helmet and be mobile.
- INJURY:** Coaches **MUST NOT** come onto the ice surface unless called by the trainer or referee.

