

Ice World Youth Ice Hockey Tournament Rules

Features

- 3 Games
- SQUIRTS = 3 Periods – (1st) 10 Minutes, (2nd) 12 Minutes, (3rd) 12 Minutes
- ALL OTHERS = 3 Periods – (1st) 12 Minutes, (2nd) 12 Minutes, (3rd) 15 Minutes
- 3 minute warm up with 1 minute intermission between periods
- Squirts will get a 2 min warm up and 30 sec intermission between periods
- All teams should be prepared to begin their game 15 minutes prior to the designated start time. If the game prior finishes early, the next game will start immediately following, regardless of the posted game time.
- Maximum ice slot per game. 1hr. 5 min (Squirts) 1 hr. 15 min. (Peewee & Bantam) 1hr. 20 min (Midget)
- Games will end in a tie, with the exception of Elimination Games. (See “Tie Breakers” below)
- USA Hockey “Zero Tolerance” Rules apply. All suspensions will be reported to USA Hockey immediately.
- All on site the Hockey Director or Tournament official present will handle rulings at the time.
- Each team receives one, one-minute time out each game. No time out is permitted in any overtime period unless the team did not use its timeout during the regular periods
- All periods are stop time with the following exceptions:
 - 1) Running time in place if score differential is 7 or more. Clock will continue to run until goal differential is 2.
 - 2) All penalty time will remain the same while clock is running due to “7 Goal Differential” rule.
 - 3) Games will be played to completion or until the ice slot allocated time has expired.
 - 4) Clock will run during any fight or altercation. This includes the time it takes for the referees to sort and assess all penalties due to the altercation. Scorekeepers will take instructions from referee as when, and if clock will be stopped during the assessment of penalties.
 - 5) If there is less than 24 minutes remaining in the ice time allotted entering or, within the 3rd period, that time will be split in half to make up the length of the 3rd period. Ex. 22 minutes left = 11 minute period.
 - 6) In the case of an injury, the game will resume as planned until the time remaining in the game is greater than the time left in the ice slot. At which time, the remaining time will be posted on the clock and run non-stop. The 2nd period will be played to completion. If the 3rd period is shortened due to an injury which had occurred in the 2nd period, there will be no intermission between the 2nd and 3rd periods, and the time remaining in the ice slot will be cut in half. This will determine the length of the 3rd period, and result in a stop time period equaling that time.

7) At any time...if time remains on the score clock, and the max ice time allotted has expired, the game may be deemed complete and/or finished. Especially due to an excess of penalties or injury time causing the game to be delayed. The Hockey Director or Tournament official present will make this ruling at the time. In this instance, points already earned will be awarded, and the remaining period(s) left will be considered a tie. Points will then be awarded accordingly. Ex. If an injury occurs in the 2nd period, resulting in the completion of a game, the 3rd period will be considered a tie. Each team will then be awarded a 1/2-point for that period. The team winning at the time the game is delayed, will be considered the game winner, and be awarded 2 points for the win.

8) Decisions by the Hockey Director or Tournament official present at the time are final.

9) Referee Decisions are final. All minor and major penalties are as stated under USA hockey rules. Any game misconduct called against a player or coach will be official and cannot be overruled by a tournament director. The player or coach must serve the full penalty and will sit out the rest of the tournament games (including any playoff and championship games.) Further, the tournament does not tolerate coaches, players, and parents reprimanding referees and strictly enforces the no tolerance rules under USA Hockey

Scoring Point System (All games except Elimination Games)

- 1 Point Period Won
- 1/2 Point Period Tied
- 2 Points Game Won
- 1 Point Game Tied

(Possible 5 Points available per game)

Tie Breakers

Elimination Games Only - 15 Minute running time sudden death overtime periods. Till a winner is decided

In the event of a tie in points at the completion of the preliminary round, tie breakers will be determined in the following order:

- 1) Head to Head (determined by final game score if the teams faced each other)
- 2) Fewest Total Number of ALL Penalty Minutes
- 3) First Goal Scored in Head to Head Game
- 4) Time of First Goal Scored in Tournament
- 5) Higher Seeded Team
- 6) If tied after criteria 1-5, we judge placement by conducting a coin toss