

2024 King of the Ice Tournament Rules

This tournament will operate under USA Hockey jurisdiction with regard to coach, player, parent and spectator codes of conduct and zero tolerance policies. We adopt USA hockey's zero tolerance rules for coaches, players, and parents displaying abusive or inappropriate language, gestures, and behaviors, as outlined in the USA Hockey guidelines. Any violations of USAH zero tolerance rules will be addressed immediately. Such conduct will be grounds for disqualification from the tournament. Referees or the tournament director has the authority to direct the removal of any person or player acting in an objectionable manner, as well as the authority to end any game that endangers players. The tournament director will determine the final outcome of any such game.

Secondly, only safesport registered volunteers will be allowed in the locker room area. Any person not listed on a team's USAH roster will not be allowed in this area without proof of safesport completion for the 2023-2024 season.

General: All USA Hockey rules apply unless noted otherwise. Please follow the USA Hockey-Hockey Canada agreement, as it relates to mouth guards and neck guards.

- THIS IS A NON-CHECK TOURNAMENT.
- Upon request, teams may be required to disclose team player credentials and qualifications and thus should bring the following documentation:
 - USA Teams: official USA Hockey team roster and USA Hockey travel permit if required by your local affiliate.
 - Canadian Teams: hockey Canada team roster, hockey Canada travel permits are required for all Canadian teams, and copy of birth certificates if requested.
- Tournament is a 4-game guarantee with a championship banner to be awarded to the first place team.
- Each team is responsible for providing their own volunteer for their penalty box.
- Each team will be assigned a locker room for each game.
- Teams will be allowed in their locker rooms approximately 30-60 minutes prior to their scheduled games.
- Teams will wear contrasting colored jerseys. Home team will wear dark colors and visitors will wear lighter colors.
- Teams must vacate their locker room within 20 minutes of the conclusion of their game.
- Please leave the locker rooms as you found them. Free from debris, food, and trash. Fines may be assessed to any team who causes damage to locker room property.

Game Format:

- Each game has a 1-hour limit with the exception of championship games, which will allot for additional time for overtime or a shootout, if required.
- Games will consist of three 17 minute run clock periods.
- All 10U age level games shall be played on a half-ice surface, using cross-ice boards and intermediate sized nets.
- Each game includes a 3-minute warm-up with a 1-minute break in between periods. All games must be completed within the allocated time. It will be at the referee or tournament director's discretion to run the clock or shorten the 3rd period in order to maintain the schedule.
- For 12u only, a stop clock will apply at 2 minutes if the game is within 2 goals. This does not apply to 10u games

- A maximum of one 30 second timeout per team will be allowed in any game; an additional 30 timeout will be added during overtime play. A time out can only be called during a stoppage of play. Calling a timeout in a 10u game will not stop the clock
- No overtime will be played in round robin play. It will only apply in championship games.

Penalties:

- All USA Hockey rules for penalties shall apply.
- Minor penalties will be 2 min in length and major penalties will be 5 min in length for running clock.
- Penalties will carry over into overtime in championship games.
- Any player receiving 4 penalties in one game will be ejected from the game and receive a one game suspension.

Standings:

- Two points will be awarded for a win; one point for a tie; and zero points for a loss.
- All ties stand during round robin play.
- In the event that 2 or more teams are tied at the end of round robin play the following tie breakers will be utilized:
 1. Head to head
 2. Highest goal differential (max goal differential per game is 6)
 3. Fewest goals allowed
 4. Most Goals Scored
 5. Least Penalty Minutes

Overtime Rules:

- In the event of a tie in the semi-final or championship games, there will be one 5-min stop clock overtime, 5 v 5 sudden death for 12u and 4 v 4 sudden death for 10u.
- Time outs are allowed in overtime (see time out rules).
- There will be a 1 minute break between 3rd period and overtime. Teams will NOT switch sides.
- Penalties will carry over.
- If teams remain tied at the end of overtime, a 3-puck shootout will take place.

Shootout Rules:

- Teams will immediately proceed to their benches except goaltenders who will remain in their nets.
- Each team will designate 3 shooters.
- Visiting team will shoot first.
- Chosen players will alternately take their shots.
- After all players have taken their shot. The team with the most goals will be declared the winner.
- If teams are still tied after 3 rounds; teams will alternate shots in extra rounds until a winner is determined.
- A player may not shoot twice until all players have shot.
- A player in the penalty box at the end of overtime is not eligible for the shootout.

Protests:

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 injures 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.

