

2020 Presidents Day Mite Blast Tournament Rules

1. USA Hockey and SCAHA Rules shall be in effect except when noted herein.
2. Coaches need to be on the ice with skates and helmets properly fastened
3. Format:
 - a. Each scheduled “jamboree” will consist of three 24 minute run time games, half-ice
 - b. Jamboree sheets detailing the game schedule for each jamboree will be out at the check in table prior to each game. Managers should check in at the table prior to each game to verify scoresheets and ensure coaches are aware of jamboree schedule and jersey colors.
4. Scorekeeping/Stats/Standings
 - a. We will keep score of all games during the event being that this is a tournament, however score will be kept for standings purposes only! There will be **NO** individual player stats recorded.
 - b. Only final scores will be entered into Pointstreak for online standings.
 - c. Scoring Format: 2 points awarded for a win, 1 point for a tie.
5. Overtime: There will be no Overtime for preliminary rounds. In Semifinals & Championship games, if game is tied it will go to a 5 minute run time sudden death OT. If still tied after OT, will be a 1 man shootout until a winner is chosen.
6. All games must begin on time! Please have your team prepared to play at least 15 minutes before your scheduled start, tournament rules allow any game to start up to a maximum of 15 minutes early.
7. Penalties:
 - a. Minor Penalties:
 - i. Any penalty considered to be a minor penalty as defined by the USA Hockey U18 rulebook shall result in a penalty shot and
 - ii. immediate substitution of the offending player on ice. (For coaching purposes)
 - iii. Any player that receives 3 minor penalties within a single 24 minute mini-game shall be removed for the remainder of that mini-game.
 - iv. Any player that receives 5 minor penalties within a single jamboree shall be removed for the remainder of that jamboree (all 3 mini games).
 - b. Major Penalties:
 - i. Any penalty considered to be a major penalty as defined by the USA Hockey U18 rulebook shall result in the immediate removal of that player from the jamboree.
 - c. Fighting/Intent to Injure:
 - i. Any players engaged in fighting shall be immediately removed from the ice and suspended for the duration of the tournament.
 - ii. Any player who commits an infraction with intent to injure another shall be immediately removed from the ice and suspended for the duration of the tournament.

8. Line Changes
 - a. No line changes should result in an unfair advantage towards one team due to lack of players changing.
 - b. If not all the players on the ice are changing, the players remaining must touch their team's bench with their stick before returning to play to assure no unfair advantage is gained.
9. Stoppages
 - a. Referees shall conduct a center ice face off in these situations:
 - i. At the beginning of the mini-game
 - ii. After a goal
 - iii. After a successful penalty shot
 - iv. After an unsuccessful penalty shot
 - b. Referees shall not conduct a center ice face off but rather push attacking players away when:
 - i. The goalie has frozen the puck
10. Prior to each "jamboree" coaches must get together to decide jersey colors for the 4 teams participating to ensure no overlap of colors.
11. The tournament director reserves the right to modify a rule herein which is deemed not in the best interest of the tournament. The decision of the tournament director is final.