



Adirondack Youth Hockey

2009-2010

Tournament Rules

1. USA HOCKEY and NYSAHA playing rules shall be used in all divisions.
2. All Games:
 - a. All Bantam and Pee Wee periods will be 12-15-15 minutes.
 - b. Squirt and Mite periods will be 10-12-12 minutes.
 - c. Bantam and Pee Wee minor penalties will be 1 min. 30 seconds.
 - d. Squirt and Mite minor penalties will be 1 min. 20 seconds.
 - e. All major penalties will be 5 minutes.
 - f. Misconducts will be 10 minutes.
3. NO OVERTIME except in Championship games.
4. Overtime Rules:
 - a. In championship games, if there is a tie at the end of regulation time, there will be a five-minute sudden death period. If a tie still exists at the end of that period, there shall be a one-minute break and a second five-minute sudden death period of 4 players on 4 players. If after the second overtime period a tie exists, there shall be a shootout. Shoot rules are as follows: Each team picks five players. Starting with the visiting team, each player one at a time shoots at the opposing goalie, alternating teams. If after the first set of players there is still a tie, a sudden death shootout will occur with the teams alternating shooters one at a time until a winner is announced. Players may not shoot a second time until all players have had their chance.
5. The ice shall be resurfaced between games.
6. Only team members wearing helmets will be allowed on players' bench. A maximum of THREE team officials shall be permitted on the bench. Coaches must sign the score sheets with their Coaching Education Number.
7. The HOME team shall wear light/white jerseys and the visiting team shall wear dark jerseys.
8. STANDINGS: The standings shall be determined on a total points basis. Two points for a win, one point for a tie, and zero points for a loss.
9. TIE-BREAKER RULES:
 - a. Head to Head
 - b. Least amount of goals allowed
 - c. Least amount of penalty minutes
 - d. Most goals scored
10. MERCY RULE: A mercy rule is in effect for all games other than the championship game.
 - a. At the conclusion of the second period of play, should a team lead its opponent by at least five goals, the third period shall be played RUNNING TIME.
 - b. During the third period of play, should a team lead its opponent by at least five goals, the game will be played from that point RUNNING TIME.
 - c. Running time will not stop during a penalty. The only occasion running time will stop would be for an injury.
11. Each team may have one (1) one-minute time out during **championship game** only.
12. Team should be prepared to take the ice 15 minutes prior to their scheduled start time.

13. **DAMAGES:** Each team shall be responsible for any damages found to be caused by its players, team officials, or fans to any of the facilities used during the tournament.