



The St. James Ice Hockey Spring Tournament Rules

YOUTH

General Rules:

- All teams must submit their roster, in the requested format, to hockey@thestjames.com at least 5 days prior to the first game of the tournament. Only players listed this roster are eligible to participate. Any team found using a non-rostered player(s) will forfeit all games the non-rostered player participated.
- This is not a USA Hockey sanctioned tournament. All players and coaches must sign the St. James Sports Participation Waiver before stepping on the ice.
- STJ has partnered with GameSheet for all tournament statistics, standings, rosters and scheduling. Paper scoresheets will not be utilized, and roster stickers are not needed. Coaches must confirm their roster is accurate on GameSheet with the scorekeeper prior to the start of the game. Stats will not be kept for mite divisions.
- Jersey numbers MUST be submitted at least 45 minutes before the start of your first game.
- All players must participate in at least 50% of round robin games to be eligible for playoff games.
- Players can only be rostered on ONE team in the tournament.
- Home team will wear white/light colored jersey and the away team will wear dark colored jersey. All teams that only have one color jersey must notify their opponent at least 1 hour prior to their scheduled game time.
- Teams must be ready to play 15 minutes prior to their scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play 15 minutes early.
- If a team is caught rostering multiple players known to be above the skill level of the tournament, for example, a roster of over 40% AAA kids for a AA event or AA kids for an A event, that team will be disqualified with no refund.

Game Format:

8U

- Two, 25-minute run time halves with a buzzer every 2 minutes to change.
- Intermediate nets will be used for all mite games.
- Penalized players must return to their bench for a shift.

10U

- Three, 13-minute periods
- 1:30 minor penalties / 4:00 major penalties
- Automatic offsides
- No icing on penalty kill

12U-14U

- Three, 13-minute periods
- 1:30 minor penalties / 4:00 major penalties
- Delayed offsides
- Icing allowed on penalty kill

16U-19U

- Three, 14-minute periods
- 1:30 minor penalties / 4:00 major penalties
- Delayed offsides
- Icing allowed on penalty kill

All Levels:

- No timeouts are allowed in round robin play.
- The game clock will run if a team is up by 5 in the third period. The clock will stop if the differential goes back to 4.
- Any players or coaches receiving a Game Misconduct must sit the following game.
- Any player or coaches receiving a Match Penalty is disqualified for the remainder of the tournament.
- Suspensions resulting from Game Misconducts, Match or Fighting penalties will not be overturned by the tournament director under any circumstances. No tournament official has the right to change a score sheet or reverse a call from a ref. Once the game is over the score sheet is final.
- Zero Tolerance Policy - STJ Tournament officials reserve the right to remove from the rink any players, coaches or spectators who violate our zero-tolerance policy.

Tie Breaker System:

- Round Robin Point System – 2 points for a win, 1 point for a tie, 0 for a loss.
- Maximum goal differential attainable per game is +/- 6
 - (+/- 10 for 8U)
- In the event of one or more teams ending up with the same number of points in round-robin play final standings will be determined by the following criteria in this order
 - Head-to-Head record
 - Most Wins
 - Best Goal Differential (max +/- of 6 per game)
 - Least Goals Against
 - Most Shutouts
 - Least Penalty Minutes
 - Coin Toss
- A tie will remain a tie in round robin play and all consolation games. For playoff and championship games a 5-minute sudden death overtime will be played. The teams will switch sides so that each team is defending the goal farthest from their bench. If still tied, we will go to a 3-player shootout with the visiting team shooting first. If still tied, we will go to a sudden death shootout until a winner is decided. Each team must continue through their roster until all players have taken a shot and players will continue to shoot in the same order as their first shots.
- Any forfeited game will be recorded as a 3-0 score.