



2025 THE JR. HOCKEYTOWN GENERAL TOURNAMENT RULES

- NO TOURNAMENT OFFICIAL has the right to change a score sheet or reverse a call from a referee. Once the game is over the score sheet is FINAL.
- Minor penalties/Major penalties - Penalty time will follow AAU rules based on length of game time.
- Game misconduct - Player will be ejected for the remainder of that game plus his next scheduled game.
- Running time will be in effect during the 3rd period, only when a team is winning by 5 goals. Stop time will resume once the score is within 2 goals.
- Each team is allowed one 60-second timeout during advancement games only.
- Players and coaches should report to the arena at least one hour prior to each game.
- A maximum of four team officials may be on the player's bench at one time.
- The home team will wear white jerseys and visitors wear dark.

SCORING RULES

- All divisions will be scored 2 points for a win, 1 point for a tie, and 0 points for a loss.
- Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting another team's playoff status, may be reviewed by the tournament director to determine which teams advance beyond preliminary round play. Use of ineligible players will disqualify a team from the tournament.
- All games played by a disqualified team will be forfeited. No money will be refunded.
- Scores will be posted with a goal differential no greater than 7. Example - 10 -1 game will be scored as 8 - 1.

GAME FORMAT

- AAU/MHFS rules will be used for all games including additions as amended herein.
- Period lengths are predefined by the event, and are written on the scoresheet as follows:
- 13-13-13 Minute stop time periods
- No curfew clock for all tournament games.

PLAY HOCKEY

- Automatic off-sides (same as USA), traditional black puck, 9 dot face-off, shorthanded team cannot ice puck on penalty kill and slap shots are allowed.
- Penalty minute format shortened: 1:30/4:00/8:00 minute penalties assessed.

ADVANCEMENT GAME SCHEDULE

Please refer to the tournament scoreboards or speak to a tournament official in order to determine the playoff format for each division. It is incumbent upon the team officials to confirm with a Tournament representative whether or not their team has advanced beyond preliminary round play prior to leaving the arena following their final preliminary round game.

In the event the Final game should end in a tie, the tie will be broken in the following manner:

1. Overtime will be played during the semi final and championship games only.
2. 5 minute sudden death (4 on 4)
3. 3 player shootout.
4. Sudden death shootout (both teams get to shoot each round).
5. For Shootouts the home team has a choice of who shoots first.
6. After the first 3 players from each team shoot if teams are still tied you can repeat any shooter as many times you would like.

TIEBREAKER RULES

If 2 teams are tied in points, the following order applies to determine the ranking of teams.

- Head to Head Competition
- Most wins
- Goal Differential - Goals for minus goals against
- Scoring quotient - Goals for divided by total goals
- Example - Team Blue - 12 GF, 8 GA. $12 \text{ GF} / 20 \text{ Total Goals} = 0.6$
 - Team Red - 10 GF, 8 GA. $10 \text{ GF} / 18 \text{ Total Goals} = 0.55$
 - Team Blue Advances
- Least goals against
- Coin Flip - Conducted by tournament director and team officials.

PLAY HOCKEY

If 3 or more teams are tied in points, the following order applies to determine the ranking of teams. If at any point, a tiebreaker establishes a position for one or more teams, each team is placed in its applicable position. If two teams remain tied after this is done, these two tied teams shall be seeded by starting the process for two (2) tied teams tiebreaker above.

- Most Wins
- Goal Differential - Goals for minus goals against
- Scoring quotient - Goals for divided by total goals
 - Example - Team Blue - 12 GF, 8 GA. $12 \text{ GF} / 20 \text{ Total Goals} = 0.6$
 - Team Red - 10 GF, 8 GA. $10 \text{ GF} / 18 \text{ Total Goals} = 0.55$
 - Team Blue Advances
- Least goals against

*EXAMPLE: Team A, B, C and D all are tied with 6 points. The first tiebreaker in this example would be #3 Best goal differential formula. Team A wins that, so then it resets to 3 teams tied with 6 points. Then, apply the best goal differential formula again, Team B wins that. Then, the last two teams would go to #2 if applicable, if not, then the process would proceed according to the tiebreakers #3 through #6.

OFFICIALS

- A zero tolerance for verbal abuse is in effect and will be enforced for all team officials, players, and spectators.
- Appropriate penalties will be assessed for disputing or arguing a decision of the officials, any visual demonstration of dissatisfaction, or for the use of obscene or vulgar language to anyone at any time during the tournament.

Tournament Director:

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