



NEW ENGLAND STATES RIVALRY CHALLENGE

Official Tournament Rules

GENERAL INFORMATION

1. This is an invitation-only event. A player may compete in their own age group only and may dress for a single team for the entire tournament.
2. Teams and coaching staff should check in at the rink no later than 30 minutes before each scheduled game.
3. No more than four team officials may be on the bench at any one time.
4. Every team must be ready to take the ice up to 15 minutes ahead of its scheduled start time.
5. Each team will receive one 30-second timeout (**playoff games only**).

TOURNAMENT RULES

The following rules may be amended prior to the tournament with any changes in the tournament format. Standard USA Hockey rules will apply for the appropriate age group with exceptions.

Exceptions

1. Tag-up offside will be used. A shot taken during a delayed offside remains offside. Any resulting goal is disallowed, and the ensuing face-off is held at the spot where the shot originated.
2. To clear a delayed offside, the offending player must take a clean path back over the blue line. Any interference along the way such as deking the puck carrier or skating in front of a defender is ruled an intentional offside, sending the face-off to the far-end zone.
3. Automatic (no-touch) icing is used.
4. Teams may ice the puck while shorthanded during a penalty.
5. Body checking is not permitted for incoming Bantam players (born 2014).

GAME FORMAT

1. 3-minute warm-up.
2. Teams will play three 15-minute periods.
3. Standings points are awarded as shown below: a regulation win earns three, a shootout win two, a shootout loss one, and a regulation loss none.

Result	Points
Regulation Win	3 Points
Shootout Win	2 Points
Shootout Loss	1 Point
Regulation Loss	0 Points

- Once a team leads by five or more goals, running time begins with 10 minutes remaining in the third period (for example, 5-0) and continues until the margin is back within two goals (for example, 5-3), at which point stop time resumes.
- Minor penalties run 1:30 and major penalties run 4:00, as detailed below.

Penalty Type	Duration
Minor	1:30
Major	4:00
Misconduct	6:00

- For playoff-seeding purposes, the maximum goal differential attainable per game is ± 7 .
- A round robin game that is tied after regulation is settled by a three-player shootout. There is no overtime period in round robin play.

Shootout Rules

Shooters from both teams alternate attempts, and the home team chooses whether to shoot first or second. If the score is level after three rounds each, the shootout proceeds to sudden death with new shooters.

- A player from the opening group of three may not shoot again until every other eligible teammate has taken a turn, or until the opposing team has gone through all of its shooters.
- Goaltenders are not eligible to be shooters.

OFFICIALS

All tournament officials are current members in good standing and are deemed qualified to officiate at the level of play assigned.

ZERO TOLERANCE POLICY: A zero-tolerance policy 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 the use of obscene or vulgar language toward anyone at any time during the tournament.

Please keep in mind that the tournament director does not have the authority to reverse the decisions of the game officials.

PENALTY RULES

1. Any player receiving 4 or more penalties in one game must sit the following game.
2. If a team receives 12 or more penalties in one game, the head coach must sit the following game.
3. Anyone receiving a game misconduct must sit the next game.
4. Anyone receiving a match penalty is disqualified from further tournament play.
5. The acting tournament director reserves the right to take any measures necessary to ensure a safe tournament for all participants, including the modification of any rule listed above if deemed to be in the tournament's best interest.
6. Decisions of the acting tournament director are final.

PLAYOFFS

A player must play in at least two round robin games to be eligible for the playoff rounds.

Playoff matchups and games will be posted online approximately 45 minutes after the conclusion of the final round robin game in each division.

Playoff matchups, game times, and locations will be determined after the final round robin game is played in that division. Brackets shown online before that time are placeholders and are subject to change.

The round robin and playoff structure for each age level and division will be determined by the number of teams in the division and may vary from division to division.

TIEBREAKERS

The following order determines seeding and advancement to the playoff rounds. When three or more teams are tied, the sequence is reapplied from the top as soon as any one team is separated out (for example, returning to head-to-head, then goal quotient, and so on for the teams that remain).

1. Head-to-head competition (used only when exactly two teams are tied).
2. Goal differential (goals for minus goals against)
3. Fewest goals against
4. Lowest total penalty minutes
5. Coin toss, with coaches agreeing on who calls it

PLAYOFF OVERTIME FORMAT

If a quarter final, semifinal or championship game is tied at the end of regulation, the tie will be broken in the following manner:

1. 3-on-3 for 10 minutes, stop time.
2. Penalties will carry over from the end of regulation.
3. If a penalty is assessed, the non-penalized team will add a player for the power play.
4. If the game is still tied at the end of the 10 minutes, there will be a 1-minute break, and the same format will continue until a winner is declared.