

# Rules and Tournament Information

## Rosters & Team Colors & Attendance

- All players must wear numbered uniforms in the proper team colors. Players/goalies number must match game sheet rosters.
- The home team will wear a white or light-colored jersey, and the visiting team shall wear a dark colored jersey. Prior to all games, the game sheets at the front desk will have team names under home and away.
- Each team will need to provide a penalty box attendant for each game and this volunteer becomes an off-ice official and must remain neutral during the game and help the on-ice officials, if needed.
- All rosters must be filled out prior to the game start time on the game sheet provided. All players names must be included, if a player is absent or not attending, indicate their absent by putting ABS by their name.
- Upon the completion of the game, all yellow copies are to be taken by the home team and pink copies taken by the away team.

- **Playing Time/Penalty Minutes**

Playing time for all games will be stop time periods as follows:

Mite	12 minutes (full ice)
Squirt	13 minutes
Pee Wee	13 minutes
Batman	13 minutes
Midget	14 minutes

A running clock will be used in the third period when one team is ahead by 5 or more goals.

Penalty times are as follows:

	Mite	Squirt	Pee Wee	Ban/Midget
Minor	1:30	1:30	1:30	2:00
Major	5:00	5:00	5:00	5:00
Misconduct	6:00	6:00	7:00	10:00

No team is permitted a time-out in round robin play. In consolation game or championship game there is one timeout per game.

## Starting Time/Warm up Period

- Teams should be ready to enter the ice surface for the warm-up period up to 15 minutes prior to the scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play.
- Warm-up time shall be three minutes for all age divisions.

**Zero Tolerance** – Referees will be instructed to strictly enforce zero tolerance rules. GHS reserves the right to remove from the arena players, coaches or spectators who violate USA/ AAU Hockey zero tolerance policies.

**Game Misconduct Penalty** – Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game. All suspensions will be enforced with zero tolerance and the associated associations' hockey director and president will be informed with our incident report

**Fighting or Fisticuffs** - Players receiving major penalties for Fighting or Fisticuffs in tournament games shall be immediately suspended for all games remaining in the tournament. Players may be subject to additional suspensions by their home governing bodies.

**Match Penalty** – Any player, coach or manager who receives a match penalty shall be suspended immediately for the balance of the tournament and these players, coaches and teams will not be welcomed for future GHS events.

**Game Suspensions** – Suspensions resulting from game or gross misconducts, or any other circumstances, which are mandated by GHS will not be overturned by the Tournament Director or the GHS Tournament Committee under any circumstances. Players, coaches, and parents should be always fully aware of the potential consequences of their actions.

**Protests** – Protests related to interpretations of specific rules will be reviewed and considered by the tournament director within one hour of a completed game. Protests must be submitted to the tournament director in writing citing the specific rule. Protests related to judgment calls by referees will not be considered. Decisions of GHS and the tournament director is final.

**Game Points** Teams will be awarded points in round-robin play according to the following:

- Two points for a win.
- One point for a tie.
- Zero points for a loss.

**Tie games/Tie breaking procedures** *(based individually on each tournament)*

Each team will receive one point for a round-robin game that is tied at the end of regulation play. There will be no overtime periods for 3rd Place Games if tied at the end of regulation play. If a semi-final or championship game ends in a tie the following tie-breaking procedure will be followed:

- 5-minute sudden death overtime period (4 on 4, plus goalies)
- Shootout (3 players/team – each player may only shoot once) – most goals wins.
- If shootout ends in tie, sudden death shootout until winner is decided (each team must continue through their roster until all players have taken a shot).

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**Effective April 7<sup>th</sup>, 2025**

### **Game Times and Schedules**

Playing time for all games will be stop time periods as follows:

**Mite, Squirt, Peewee:** All game slots are schedule for 1 hour and 15 ten minutes

**Bantam & Midget:** All game slots are scheduled for 1 hour and 30 minutes

- If a game is running near to the end of its dedicated ice time, there will be a 5-minute rollover that will be enforced. If the game has not ended by its allocated ice slot (due to anything other than an injury or medical condition), run time will be enforced. All games are stopped clock.
- The rule will be implemented by the discretion of the tournament director and referee in charge.

### **On-site Security**

Our security team is here to support a positive, family-friendly atmosphere and help uphold the integrity and sportsmanship that our event represents. Any incidents that fall outside our expectations—including altercations, threats, or verbal abuse—must be reported immediately to either our onsite tournament staff or our designated security personnel.

We enforce a **zero-tolerance policy** for any malicious behavior. This includes:

- **Physical or verbal attacks** on other teams, spectators, coaches, or officials.
- **Disorderly conduct** from parents, players, or coaches.
- **Harassment** of any kind on or off the ice.

If such actions are confirmed, individuals may be removed from the premises and risk disqualification from the tournament. If the actions continue, we reserve the right to a formal decision with the team's coaches and manager for the possibly suspension of the team for the remainder of the tournament.

### **Injury Reports and Medical Attention**

#### **Injury Removal:**

- If a player is removed from a game due to injury by a coach or team personnel, an Injury Report must be completed at the front desk of the arena immediately following the game.
- Any player removed from game play due to injury must receive medical clearance before being permitted to return for any remaining tournament games. This clearance must be provided in writing to tournament staff.

#### **Removal by Officials or Staff:**

- If a player is removed from a game by an on-ice official or GHS tournament staff due to a suspected injury or incident, the team manager and the player's guardian or parent must provide a written explanation of the incident.
- A **24-hour update** must be submitted to GHS staff regarding the player's status, regardless of whether they plan to return to game play.

#### **Medical Clearance:**

- Clearance must come from a licensed medical professional and include a statement confirming the player is fit to return to play.
- GHS staff reserves the right to deny a player's return if documentation is insufficient or if there are remaining safety concerns.

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