DATES/LOCATION

- Buffalo Wild Wings Arena
    - 1819 E Big Beaver Rd, Troy, MI 48083
- Friday January 8th, 2027 - Sunday January 10th, 2027

GENERAL REGULATIONS

- All participating teams must be USA Hockey rostered.
- No players with birth dates before January 1, 2018 are allowed to participate.
- All teams are guaranteed a minimum of three (3) games.
    - All players must be USA Hockey registered.
    - All players are required to wear neck laceration protection.
    - All players on the ice, in the penalty box, and behind the bench must wear a helmet with protective face covering (cage/visor), and neckguard at all times while in these areas.
    - At the conclusion of each game there is only a **three minute** break to get players on & off the ice so it's important your team is ready to enter the ice at the conclusion of the previous game.
        - Upon conclusion of the a game, players who were on ice playing are asked to walk behind benches back to the locker room area. Players on teams to take the ice for the next game will enter the ice surface using the rink doors by the locker rooms.
    - USA Hockey's Zero Tolerance Rules will be strictly enforced. Arena and/or Tournament staff reserves the right to remove from the tournament and premises any players, coaches, and/or spectators who violate USA Hockey Zero Tolerance policies. (xxvi thru xxvii 2025 - 2029 Official Rules of Ice Hockey).
    - A maximum of three (3) USA Hockey Certified coaches per team will be allowed on the bench during each game. Coaches must be on the team's current USA Hockey Roster.

TOURNAMENT FORMAT

- Total of 24 teams.
    - Teams will be divided into four different conferences.
        - An attempt will be made for organizations with multiple teams to be placed into separate conferences.
- **Pool Play:**
    - Each team will be guaranteed three (3) games playing teams within their division.
        - One (1) game Friday, January 8th.
        - Two (2) games Saturday, January 9th.
- **Championship Sunday Format:**
    - Top three (3) teams from each division advance to Sunday (12 teams total).
        - #1 seed from each division will receive a first round bye and automatically advance to the quarter finals.
        - #2 seeds will play #3 seeds as a play-in to the quarter finals.
    - Games will be back-to-back, giving advantage to the #1 seeded teams.

- Single game elimination until there is a champion.

GAME/PLAYING FORMAT

- Benches will be shared by two teams.
- Players may only participate on one team.
- Games will be played with four (4) skaters and one (1) goalie on half (½) ice using intermediate nets. At the conclusion of the game there will be a **three minute break** to get the players on and off the ice. The games will begin at the published times; be sure to have players ready to begin the game so first shifts are not shortened and the game can begin on time.
- Each game will consist of **one (24) twenty-four minute** running clock.
  - 2 minutes allowed for warmups.
  - A buzzer will sound every 1:30 (90 seconds) to indicate a line change. Once the buzzer sounds, players must relinquish control of the puck and immediately vacate the ice. The new players may enter onto the ice immediately.
  - In the case of a shortened bench, at the sound of the buzzer all players must make contact with the bench boards before the double-shifted player(s) may rejoin the play.
  - No time outs are allowed.
- Referees will drop the puck at the midpoint between the two nets, and not be concerned with how teams are lined up for the faceoff, for the following reasons:
  - Beginning of game
  - After each goal
  - After an injury stoppage
- The clock will only stop for a major injury. If this occurs then both games must stop play until the clock is restarted.
- **NO SLAP SHOTS or BODY CHECKING ALLOWED, ONLY COMPETITIVE CONTACT.**
  - A "**Slap Shot**" is defined as any shot during which the shooting player's wind-up brings the stick blade above the height of the shooting player's waist.
  - A "**Body Check**" is when a player uses his/her hip, shoulder, or body intentionally for the sole purpose of separating the opponent from the puck.
  - "**Competitive Contact**" is legal and is the contact that occurs between opponents during the normal process of playing the puck, provided there is no overt hip, shoulder, or arm contact to physically force the opponent off the puck.
- **A goalie must always be in the net. The goalie may not be pulled for an extra skater.**
- Penalties will result in a penalty shot.
  - Players receiving a major penalty or more severe penalty will result in a penalty shot for the other team and the removal of that player from the game.
- Any scoring disputes need to be reported to the Tournament Director.
- **Points will be awarded as follows:**
  - Win - 2 points
  - Tie - 1 point
  - Loss - 0 points

        - All round robin games can end in a tie.
        - Best of three (3) shootout will be played in the event of a tie for Sunday elimination games. If the score is still tied after the first three (3) shooters, a sudden death shootout will continue until there is a winner.
            - All players must be used in the shootout before cycling to previous shooters.
- **Scores will be uploaded into the electronic scoring system. Teams are encouraged to check scores immediately after the game for accuracy.**
- **Tie Breaker Rules:**
    - Head to Head Matchup
    - Goal Differential
    - Goals For
    - Goals Against comparison to highest seeded common opponent
        - *i.e.*, if teams are tied in all other tiebreakers at the end of seeding round, the team with the fewest Goals Against when playing the highest seed common opponent would win the tiebreaker.
    - **Maximum Differential Rule:**
        - A **maximum of 6 (six) goal differential** will be shown on the scoreboard.
            - Example: Team A has 8 goals, Team B has 1 Goal. The score on the scoreboard would show: Team A: 7, Team B: 1. If team B were to score another goal, the score would be adjusted Team A: 8, Team B: 2. If team B were to score another goal, the score shown on the score board would be Team A: 8, Team B: 3.
            - All goals will be recorded and updated into electronic scoring.

<u>CONSIDERATIONS</u>

- Due to the limited amount of locker rooms, you may be asked to share a locker room with another organization. Please do not leave valuables in locker rooms.
- **Referees:**
    - USA Hockey Officials to officiate games.
    - ZERO TOLERANCE for any coaches, players, or spectators to verbally abuse officials.
    - Will use own on-ice judgement to call goals.