



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 on this roster are eligible to participate. Any team found using a non-rostered player(s) will forfeit all games the non-rostered player participated in.
- 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 each 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 one round robin game 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 10 minutes prior to their scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play 10 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-12U

- Three, 13-minute periods
- 1:30 minor penalties / 4:00 major penalties / 8:00 misconducts
- Automatic offsides
- No icing on penalty kill

14U-19U

- Three, 14-minute periods
- 1:30 minor penalties / 4:00 major penalties / 8:00 misconducts
- 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 coach receiving a Game Misconduct must sit the following game.
- Any player or coach 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 an official. Once the game is over the scoresheet 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 – 3 points for a win, 2 points for a shootout win, 1 point for a shootout loss, 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
 - Best Goal Differential (max +/- of 6 per game)
 - Least Goals Against
 - Least Penalty Minutes
- Round robin games ending in a tie will advance to a three-player shootout. If the game is still tied after a three-round shootout, the shootout will continue as sudden death. Every player on the roster must shoot before any repeat shooters participate.
- Playoff and championship games ending in a tie will advance to a 5-minute 3 v 3, stopped time, sudden death overtime. 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. Every player on the roster must shoot before any repeat shooters participate.
- Any forfeited game will be recorded as a 3-0 score.