

Tournament Rules

Participation: Each team must be registered with USA Hockey or CAHA. Other foreign teams need to be approved through USA Hockey. Foreign teams need travel permits. Each team must provide the Tournament Committee with proof of such registration, including individual team members registered during the registration period prior to opening ceremonies. A credential committee will check all necessary documents before each team's first game. Any variation from credentials will result in team or player not playing without approval from appropriate Minnesota Hockey individual (District Director).

Referees: Only USA registered referees will be allowed to officiate. All referee decisions are final.

Play of the Game: All games will be played according to USA Hockey rules, as amended by Minnesota Hockey rules, as amended by District 16 rules, as modified by the Bemidji Youth Hockey Association.

Score Book: The Tournament Committee or its appointed workers will keep the official score book. Only members of the committee or its workers will be allowed in the scorekeeper's box.

Team Roster: Each team will furnish a team roster and starting lineup to the official scorekeeper at least fifteen (15) minutes prior to the start of each game. A maximum of twenty (20) players will be allowed on the roster. A team is allowed to have only four (4) coaches on the bench, and all coaches need the appropriate education (if USA Hockey Teams). Managers, stick boys, etc. are not allowed on the bench. However, the Bemidji Youth Hockey Squirt escorts are allowed to be on the bench (with helmet), if invited by the team.

Home Team: All teams listed first are home team and will wear light jerseys. If team has only one color, please advise at time of registration.

Dressing Rooms: The Team Managers or Coaches must report to the arena supervisor forty-five (45) minutes before the scheduled game time to get their locker room assignment and complete game sheets. Each team must be in their dressing room thirty (30) minutes prior to the scheduled start of the game. You are asked to keep the dressing room clean. Any damage will be the responsibility of the team management. Arena supervisor will inspect locker rooms immediately after the team has cleared out to ensure the locker room is found in satisfactory condition.

Rules of the Game

Penalties: Minor – 2:00; Major – 5:00; Misconduct – 10:00. Should a player obtain a total of five (5) penalties during the play of any game, the player will be ejected from that game and the team's next game.

Fighting: A five (5) minute major will be assessed plus a game suspension and tournament suspension. Suspension will be reported in writing to the player's respective association for further disciplinary action should it be required.

End of Game: Upon completion of the game and handshake, the winning team (if tied game – the home team) must retire to the bench until the visiting team has cleared the ice.

Improper Behavior: Improper behavior by anyone will result in removal from the arena and/or tournament. Any abusive language or conduct towards game officials by players, coaches, managers, or parents will result in a minor penalty plus game misconduct. If occurring after the end of game, that player will be out for all of the next game.

Insurance: Each team must provide its own insurance coverage. The tournament, its officials, the arena facilities, and all personnel connected with it shall not be held liable for any injuries sustained during the tournament. Each team should bring with them a verification of insurance coverage. No team will be permitted to play without proof of insurance.

Decisions: The tournament committee's decision will be final in any and all matters not covered in the above.

Safety: A Physician, Nurse, First Responder, Certified Athletic Trainer, Athletic Student Trainer, or Emergency Medical Technician will be in attendance at all games.

For more information log on to www.paulbunyanhockey.com

Tournament Format

Sixteen teams will compete in the PBIHT. Teams will be divided into four divisions, with each division containing four teams. These four teams will compete in pool play. Following the completion of pool play, teams will be ranked and placed into brackets according to rank. The top team in each division shall advance to the Championship Bracket to compete for the PBIHT Championship. The second, third, and fourth ranked teams shall be placed in the Lumberjack, Blue Ox, and Headwaters Brackets, respectively. All teams are guaranteed five games.

Pool Play:

Games will be played in three 17 minute stop time periods, with a five minute warm-up. There will be no overtime in pool play. Ties will be allowed. The ice shall be resurfaced every two periods with an on-ice period intermission lasting two minutes. Each team will be allowed one (one minute) time-out per game.

Teams shall be ranked according to points earned. Points shall be awarded as follows: 2 points for a win; 1 point for a tie; 0 points for a loss. The team with the most points shall advance to the Championship Bracket. Second place teams shall advance to the Lumberjack Bracket, third place teams to the Blue Ox Bracket, and fourth place teams to the Headwaters Bracket. In the case of a tie in points, the following shall determine which team has the higher ranking:

- a) Winner in head to head competition shall advance, when two teams are tied. If more than two teams are tied, proceed to next step.
- b) If still tied, then the team with the highest goal differential in pool play (total goals scored minus total goals allowed) shall advance.
- c) If still tied, the total goals shall be divided by total goals allowed in pool play and the team with the highest quotient shall advance.
- d) If still tied, a coin toss shall determine the high ranking.

Bracket Play:

In bracket play, the game winners will advance to the first place games and the losing teams will play for the third place. Games will be played in three 17 minute stop time periods, with a five minute warm-up. Tied games shall be followed by an eight minute sudden-death overtime period, a two minute break, another eight minute sudden-death overtime period, and finally a shootout. Each team will be allowed one (one minute) time-out per game.

Mercy Rule:

A "mercy rule" will be applied in all games (pool and bracket play) as follows: If six or more goals separate the teams at the end of the second period, or at any time in the third period, running time will commence. And will revert back to stop time if goal differential falls below six.

Shootouts:

Each team shall select a goalie and five players. The visiting team shall go first, followed by the home team, and shall continue to alternate until all ten players have attempted to score. The team with the most goals shall be the winner. If a tie should result after all ten selected players have shot, then each team will continue to select a new player from the roster and continue to alternate shots until one team scores unanswered. If every player on the team has shot and no winner is determined, players may go a second time. If a goalie is injured during the shootout, a replacement goalie may be selected, but must remain for the duration of the shootout.

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