

2022 Cornhusker State Games Tournament Rules

(U10 – U14 & High School)

It is the intent of the Cornhusker State Games Committee and the Nebraska Sports Council to provide a fun and competitive tournament for all participants and spectators. Good Sportsmanship is expected of all participants, improper and abusive behavior will not be tolerated! It is the responsibility of each coach/manager to control his/her team and exemplify good sportsmanship.

Before and After the Games:

1. Coaches must check-in 1 hour prior to first scheduled game. The coach must verify the roster CSG has for their team. Once the coach has signed off on the roster, it is considered frozen and no other substitutions or changes can be made.
2. The home team will wear light jerseys. Home team will be determined by the tournament director at the time of scheduling. If the team does not have two sets of jerseys, it is the team manager's responsibility to notify the opponent and referees of any change prior to game time.
3. The only persons allowed on the benches are eligible players in uniform and a maximum of **four (4) registered team officials**. Injured players that are on the active roster may be on the bench if they are wearing a team jersey and helmet.
4. All players must wear all required equipment as approved by USA Hockey.
5. Teams must be prepared to start 15 minutes before scheduled game.
6. At the conclusion of each game, the coach or manager of each team shall be responsible for reviewing the score sheet (front and back) to determine whether any player or team official has been suspended or disqualified for participating in any future game or games. **The Tournament Committee will not overrule any on ice decisions (playing rules). No hearings will be held for game misconduct penalties.**

All tournament games will be played under USA Hockey rules with the following exceptions:

1. **Game Rules:**

- a. Each game will have three periods of hockey; and each period will be 12 minute stop clock for U10-U14, 15 Minutes Stop Clock for High School.
 - i. There will be an ice clean every 2 periods of High School Games. Teams Playing the 2nd game should be prepared to start on dirty ice immediately following the conclusion of the first game.
 - ii. If the goal differential is 5 goals or greater in the third period running time will commence; except for injuries. Run time shall continue unless the goal differential comes to within 3.
- b. No Time Outs will be allowed.
- c. Teams will be allowed a three-minute warm-up period prior to each game and a 60 second break between periods.
- d. Penalties will be as follows: 1:30 minutes for a minor penalty, 5 minutes for a major penalty in all periods including overtime and 10 minutes for a misconduct penalty in all periods including overtime.
- e. There will be NO CHECKING at ANY Level besides High School
- f. The Tournament Director or a representative of the Director, after consultation with the referee, may cancel any game in progress in any instance where he/she believes it necessary to protect the welfare of players or officials. In the event of such cancellation, the Tournament Director, or a designated representative, shall determine the result of the game for tournament standings.
- g. Coaches please make sure locker rooms are clean and undamaged. Your team will be charged for any clean up, damages, and/or lost keys. Locker room keys will be checked out for each game to a responsible team representative prior to each game. All keys must be returned after every game to keep locker rooms open and available. Time allowed in locker rooms before or after a game may be adjusted by Tournament officials to keep locker room availability as needed.

- h. If a player receives 4 penalties in one game, the player will be ejected from that game at the onset of the fourth penalty. However, the player will NOT have to sit out next game.
 - i. If any team receives 15 or more penalties during one game. The head coach will not be allowed on or near the bench for the next game of that team.

2. **Team Standings and Tie Breaking Rules for Pool Play:**

- a. Two (2) points will be given for each win. One (1) point will be given for each tie. Zero (0) points will be given for a loss.
- b. Total points for each team will determine final positions in each division.
- c. If two or more teams have an equal number of points, their position in the standings will be determined by the result of games played by the team in the following order:
 - i. The points acquired in head-to-head games.
 - ii. Greatest goal differential in all games combined. Max 5 goals per game.
 - iii. Fewest goals against.
 - iv. Greatest Goals For
 - v. The team with the fewest penalty minutes for all games played (game misconduct = 10 minutes).
 - vi. Coin toss (each team represented at toss)

3. **Championship Game and 3rd Place Game**

- i. Cannot end in a tie
- ii. In case of a tie at the end of regulation there will be a 1 minute rest period followed by a best of 3 shootout.
- iii. Home team has the choice to shoot first or second in the shootout.
- iv. If no winner has been determined after the initial 3 shooters, the format will switch to single player sudden death. No player may shoot twice until all skaters have shot once.