



Battle at the Stable Rules and Expectations

The game to game, in-game, and check-in tables here in Cedar Rapids are run by volunteers. These volunteers that are taking time off from work, coming from our local teams and are here instead of being home with their families. We request that, at all times, we understand that and we treat each other with respect and the tournament will be a great one for all involved. In conjunction, if any of our RRHC volunteers/staff don't reciprocate this request please do not hesitate to bring it to our on-site tournament director.

- Pucks will be provided for warm-ups.
- Team must provide USAH roster before first game.
- Teams must check in at the Tournament Registration Table at minimum 45 minutes prior to the start of their first game. Each team must provide a copy of their certified USA HOCKEY roster and 4 roster stickers per game played during the tournament.
- All games will be played in accordance with USA Hockey playing rules.
- Teams will be responsible for any damages or littering to locker rooms or any other arena facilities.
- Teams are responsible for providing a parent volunteer to run their penalty box.
- Home team will wear light colors and visitors will wear contrasting colors.
- If games are ahead of schedule, teams may be called up to 20 minutes early and must be ready to play.
- The tournament director has the authority to switch to run time or change the ice-resurfacing schedule to best accommodate the overall tournament schedule.
- No protests will be allowed.
- All players are required to wear complete equipment. Helmets must be worn at all times on the bench and ice.
- Spectators are encouraged to enjoy the game and cheer their team on but remember to refrain from any profanity, abusive or obscene language or gestures directed to any spectator, player, official or coach. **No noisemakers of any kind.** Violators may be asked to leave the Arena for the remainder of the tournament.
- ZERO TOLERANCE RULES WILL BE ENFORCED

Round Robin / Bracket Event Rules

- Game length and ice resurfacing
 - All games will start on clean ice
 - 3 – 14-minute stop time periods
 - 3-minute warm up period
 - 1:00 minute break between periods
 - Ice cut will occur on the first whistle with 8:00 minutes remaining in the 2nd period
- If a team is ahead by 5 goals, running time will begin. Running time will continue until the goal differential is down to 3.
 - If run time occurs before 8:00 mark of 2nd period the ice cut will be skipped
- Each team is permitted 1, one-minute time-out per game
- The Referee(s) is in charge of the game and the ice arena. The Referee(s) decisions are final. There are NO protests. The game is completed and certified with the Referee(s) signature on the score sheet.
- Players are allowed 4 penalties per game. Upon receiving a 4th penalty, the player will receive a game misconduct per USAH playing rules.
- USA Hockey rules will be used when assessing penalties.
- Game Misconduct Penalties: The player or coach assessed this penalty will serve the required suspension(s). If that team has a tournament game left to play, that game will be considered their next scheduled game.
- Match Penalties: Any player or coach assessed this penalty will be suspended from further tournament play.
- Overtime – There will be no overtime for Pool Play games.
- Scoring Format for Round Robin games (maximum 6 goal differential will be counted):
 - 2 points for win
 - 1 point for tie
 - 0 points for loss
 - Penalty scoring: For purpose of scoring penalties, penalties will be rounded up. For example, if a team has 4.5 PIM (Three 1.5 minute penalties), it will be scored as 5 PIMs.
- Tie Breaker for teams with identical point totals after Round Robin
- Head to Head Competition (if a 3 way tie this tie breaker is skipped)
 - Most Wins
 - Goal differential
 - Goals for
 - Goals against
 - Fewest total penalties
 - Coin Flip

- Tie Breaker for finals games (if applicable)
 - 5-minute runtime 4-on-4 sudden death overtime (penalty time stops)
 - 3 player shootout (players serving a penalty at end of OT are ineligible)
 - Sudden death shootout (start with new players from 3 player shootout, all players except goalies must shoot before someone repeats)