



PeachTree Shootout Tournament Rules

Tournament Regulations	Except as noted herein, the Tournament will be conducted in accordance with the Rules and Regulations as published in the USA Hockey Annual Guide for 2024-2025 season. All tournament games will be played under the USA Hockey Official Rules of Ice Hockey.
Tournament Format	Age brackets/divisions: 8UA, 8UB, 10U, 12U, and 14U. Each team will play a set of round robin games and then placed accordingly for play based on points.
Scoring and Rating Teams	Round Robin Games: two (2) points will be awarded to the winning team for regulation win, one (1) point for a tie.
Tiebreaker Rules	To qualify for the semi-final or final games, the team ranking will be based on each team's total game points as outlined above. If teams are tied for a ranked position, the first tiebreaker will be head to head play, followed by goal differential (max goal differential is 7 per game), followed by fewest goals against, followed by penalty minutes (lowest PIMS) followed by a coin flip. If a team forfeits any of its games and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the qualifying round play and the games are recorded as 1 - 0 victories for the non-offending team.
Finals Games	Any Semi-Final and Finals game that ends in a tie after regulation time will be resolved by using a 5 minute sudden death period of 3 on 3 hockey. If still tied, there will be a 3 man shootout, after 3 shooters, the shootout will become sudden death. Note – all players must shoot before a player is able to shoot for a second time. Mite/8U- will go right to a 3-man shootout
Tournament Rules	<ol style="list-style-type: none"> 1. All teams must have satisfactorily completed credentials prior to playing their first tournament game. 2. All adults on the bench must have proper coaching certification and be on the team roster for that team. 3. All teams are required to have two (2) complete sets of jerseys of opposing colors available for each and every game. The home team will wear light colored jerseys. If the jerseys selected by each team are deemed to be too close in color by the on-ice officials, Tournament Directors and on-ice officials will select and decide which color jersey each team will wear. 4. Games may start prior to their scheduled start times. Teams are requested to be at the rink 60 minutes prior to their game time and ready to play prior to the scheduled start time. Should the game on the ice surface where the teams are scheduled to play be running ahead of schedule, the next teams should be ready to play immediately after the conclusion of the prior game. 5. Teams are requested to provide Penalty Box Keepers for each of their games. The Tournament Committee will provide Timekeepers and Scorers for all games. 6. A 2 minute warm-up period will be provided at the beginning of each game commencing at the scheduled start time of the game for 10U, 12U & 14U Divisions. No warm-up for 8U Division. 7. Period lengths: <ol style="list-style-type: none"> a. 10U – three (3) 11 minute stop time periods. No Ice cut. <ol style="list-style-type: none"> i. Two (2) minute warm ups. b. 12U/14U divisions: <ol style="list-style-type: none"> i. Three (3) 12-minute stop time period. No ice cut. ii. Clock will go to run time after a 5-goal differential in the 3rd period. If the score goes back to within 3 goals the clock will go back to stop time. iii. Two (2) minute warm ups.



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- c. **8U: (see #15 Mite Division Addendum)**
 - i. 24 minute run-time games. Buzzer will change lines every 1.5 minutes. Clock stops at the 12 minute mark for teams to switch ends.
 - ii. no warmups
8. The max score differential per game is 7 goals
9. Penalties:
 - a. 10U, 12U & 14U will be 1.5 minutes for a minor infraction, three (3) minutes for a major infraction and eight (8) minutes for a misconduct infraction.
 - b. 8U - Players receive a warning and are removed from the ice and sent to the bench.
10. **No timeouts in any games.**
11. Each round robin game ending in a tie in regulation time will be continued as previously stated under the Scoring and Rating of Teams section of this document.
12. All final games ending in a tie will be continued to determine a winner as previously stated under the Scoring and Rating of Teams section of this document.
13. All suspensions in effect prior to the tournament will be carried over until completed.
14. Abuse of on-ice or off-ice officials by anyone, including coaches, players, parents and spectators WILL NOT BE TOLERATED, and will be dealt with immediately by the Tournament Officials. All participants are expected to abide by the respective USA Hockey Zero Tolerance Policy and Codes of Conduct.
15. **Mite Division Rules Addendum:**
 - a. Format: 4 on 4 half-ice. Goal nets are on the goalline and then 7 feet in front of the redline. NOTE- full-size portable boards will be on the redline.
 - b. Blue pucks and mite nets
 - c. 24 minute run time games with line shift buzzers every 90 secs.
 - d. Players are removed from the ice for any penalties.
 - e. Will have one non-coach ref for each game going on.