

# 2024 Fall Beantown PLAYING RULES

## Team and Player Qualification

1. All Midget teams be USA Hockey or CAHA registered.
2. The tournament fee has been paid.

## Game Scheduling and Rules

1. **All preliminary game schedules are invalid.** The schedule marked "FINAL #2" will be the definitive schedule. All other previous schedules are void. Team managers and coaches are responsible for ensuring the team is at the rink at the correct time.
2. Each team is given three coaching passes for the weekend that can be picked up at the front desk. Just ask for it when you come to the rink.
3. All teams must be ready to play [20] minutes before the starting time on the official game schedule. Delays in the first face-off shall be subtracted from the time of the first period and a Delay of game Penalty may be assessed to the team causing the delay.
4. Game timing commences with a 3:00 minute warm-up, which shall begin when the doors for the Zamboni close. The timekeeper shall determine the warm-up by sounding the buzzer. The time keeper will not wait for teams who are not ready to take the ice when the Zamboni doors close.
5. All rules established and published by USA Hockey shall apply except when modified by tournament committee.
6. All 14U, 15U, 16U and 18U games will be 45 minutes of total time. Each game will play as two 22.5 minute halves. Only 18U and 16U games will have an ice cut after the first halve. 15U and 14u will NOT cut the in-between halves. There is NO OVERTIME. There are no TIME OUTS.
7. The game clock will be "running time" in the 2<sup>nd</sup> half of the game if there is 5 goal differential.
8. Any rink whose start time is 30 minutes behind the scheduled start time will no longer cut ice at the half at the 16U/18U level until the rink has caught up to the scheduled start time.
9. All suspended coaching staff / players are not allowed in the dressing rooms, on the bench or otherwise involved in the game.