

2025 Florida Rush (MLK) – January 17-20, 2025
West Palm Beach, FL

Rules and Divisional Setup

- 1) All USA Hockey rules apply unless otherwise noted in this document.
- 2) The SAHOF Board has decided to implement a mandatory neck guard rule effective January 1, 2024. All players (both Canadian and USA) need to wear neck guards in order to play.
- 3) Coaches/Managers will review their roster before each game on the bench with the timekeeper.
- 4) Team representatives must have all required paperwork on-hand with them at the event. These include: Travel permits (if required by your governing body) and your official team roster.
- 5) Any changes to your roster must first be approved by your governing body.
- 6) **Game Sheets:** Game sheets will be available in digital format through the GameSheet app.
- 7) **Teams must be available to play up to fifteen (15) minutes prior to the scheduled game time.**
- 8) **Warm Up:** All games begin with a 3-minute warm up. Teams must bring their own pucks for the warmup. Rush Hockey will provide pucks for game-play only.
- 9) **Game times:** All games will consist of three fifteen (15) minute periods. The last ten minutes of the third period will be running time when there is a goal difference of five (5) or more. Timing will revert to stop time if the difference is reduced to less than five goals. There will be no timeouts in round robin games. In Playoff/Elimination games, teams are allowed 1 time out each.
- 10) **Flooding Schedules:**
 - a) The tournament committee reserves the right to adjust the flooding schedule as necessary throughout the weekend.
 - b) Flooding will take place after every 2nd period, roughly once each hour. Please be aware of the flood schedule. For half of the games the floods will take place prior to the start of the game and after the second period. For the other half of the games a flood will take place after the first period and at the end of the game. The tournament committee reserves the right to adjust the flood schedule if games start to run more than 15 minutes behind schedule.
- 11) **Overtime:** There will be no overtime in the round robin games. Ties in the round robin will be recorded as such in the standings. In the event of a tie in the play-off games there will be overtime to decide the winner. Overtime will be sudden death of three minutes off three on three skaters plus a goalie. If after overtime the game remains tied, the tie will be broken via a shootout.

In the case of penalties during overtime, no team shall go down to less than 3 skaters and the non-penalized team will add a player if required (3 on 3 becomes 4 on 3) until the first stoppage in play after the penalty has been served.
- 12) **Shootouts:** Shootouts to break a tie in the playoffs start with a 3-player shootout. One player from each team will start at centre ice and skate in on the opposing goalie. Shootout on each goalie will take place

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simultaneously. If the game remains tied after three shooters, the shootout becomes sudden death. Shooters cannot repeat until all skaters of a team have taken a shootout attempt. Any player serving a penalty that has not expired by the end of overtime play may not participate in the shootout.

- 13) Minor penalties will be one minute and thirty seconds long. Penalties that are being served at the end of the third period will continue until completion during overtime if applicable.
- 14) The center redline will only be in effect for icing infractions. (No center red line for 2 line passes). There is no body-checking in any division.
- 15) **Discipline:** USA Hockey minimum suspensions as per USA hockey rules **will be enforced**. Each team is responsible to report any suspensions incurred during the tournament to their own hockey governing body. Any major penalties or game ejections will be reviewed by the tournament disciplinary director for further disciplinary action.
- 16) **Player Eligibility Rules:** Players must be fully rostered on the team as per their governing body rules. Call-up players and suspended players must be indicated on a game sheet. You cannot replace a suspended player with a call-up. Exemptions can only be granted via your governing body approval to the tournament committee. A player CANNOT play for more than one team in the tournament.
- 17) **Divisional Setup/Playoffs:**
- a) **10U:** This division will consist of 4 teams. Teams will play a 3-game round robin. All teams will advance to the semi-finals.
 - b) **12U Tier 1:** This division will consist of 4 teams. Teams will play a 3-game round robin. All teams will advance to the semi-finals.
 - c) **12U Tier 2:** This division will consist of 4 teams. Teams will play a 3-game round robin. All teams will advance to the semi-finals.
 - d) **14U Tier 1:** This division will consist of 4 teams. Teams will play a 3-game round robin. All teams will advance to the semi-finals.
 - e) **14U Tier 2:** This division will consist of 7 teams. Teams will play a 4-game round robin. The top 4 teams will advance to the semi-finals.
 - f) **16U Tier 1:** This division will consist of 4 teams. Teams will play a 3-game round robin. All teams will advance to the semi-finals.
 - g) **16U Tier 2:** This division will consist of 4 teams. Teams will play a 3-game round robin. All teams will advance to the semi-finals.

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- h) **19U Tier 1:** This division will consist of 4 teams. Teams will play a 3-game round robin. All teams will advance to the semi-finals.
- i) **19U Tier 2:** This division will consist of 5 teams. Teams will play a 4-game round robin. The 1st placed team will receive a bye to the finals. 2nd and 3rd ranked teams will advance to the semi-finals.
- 18)** Two (2) points will be awarded for a win, one (1) point for a tie.
There will be no overtime during round robin games.
- 19)** Teams can only get credit up to a maximum of a five (5) goal differential for the purposes of tiebreakers. Goals scored by the losing team will determine the score being used for the standings. For example, an 8-2 game result will be recorded as a 7-2 score in the standings.

Tie Breaker Rules:

The following criteria will be used to break any ties between teams upon the completion of the round robin:

- A) Best Record against other teams in the tie (points only)***
- B) Number of Wins
- C) Goals for minus goals against (Plus / Minus)
- D) Goals for divided by goals for and goals against (GF) / (GF+GA)
- E) Least goals against
- F) Least penalty minutes
- G) Coin Toss

*** In case of a multi-team tie in points (more than 2 teams),

Tie-breaker rule B only applies if ALL teams in the tie have faced each other. ***

*** Tie-breakers continue in succession as teams are eliminated in a multiple tie scenario.

- 20) Locker Room Monitoring:** It is the policy of USA Hockey that all teams have at least one responsible adult (head/assistant coach or other approved team personnel) directly monitoring the locker room during all tournament events to ensure that only participants (coaches and players), and other approved team personnel are permitted in the locker room to supervise the conduct in and around the locker rooms at all times while participants are present and also make sure the locker room is appropriately secured during times when minor participants are on the ice. All responsible adults serving as locker room monitors should be gender correct and the co-ed locker room policy must be followed. Monitors must be screened per USA Hockey screening standards and USA Hockey SafeSport screened and certified. Unapproved, non-team personnel, including parents and family members are discouraged from entering locker rooms unless it is truly necessary.
- 21) Cell Phones & Other Mobile Recording Devices:** Per USA Hockey policy, cell phones and other mobile devices with recording capabilities, including voice recording, still cameras and video cameras, are not permitted to be used in the locker rooms. If phones or other mobile devices must be used, they should be taken outside of the locker room.

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