



International Silver Stick®

Hockey Association, Inc.

7th annual Port Huron Silver Stick® Tournament

8U Rules and Regulations

Thank you for choosing the Port Huron Silver Stick® Mite Tournament. We hope you enjoy the area this weekend and soak in what promises to be an exciting and memorable tournament, one your hockey family will remember for years to come. Please refer to our website if you have additional questions after you've read this packet of information at <https://silverstick.org/Tournaments/22309/>

Section One: General guidelines for the jamboree:

- The overall goal is to **celebrate hockey and have fun!**
- Each team will play a number of games
- All games will be 24 minutes
- Scores will be kept for each game and posted.
- Buzzer every 2:00 for shift change.
- Games may start up to 15 minutes early when time allows.

Section Two: Teams

- Only USA Hockey registered players may play.
- Unregistered players may NOT be used for any reason.
- A team should be composed of a minimum of six (6) skaters and one (1) goalie.
- Teams must start the game with a minimum six (6) players (i.e. 5 skaters and a goalie).
- Each team will play with four (4) skaters and one (1) goalie on the ice.
- Home teams will wear light colored jerseys. Visiting teams will wear dark colored jerseys however, we ask the coaches get together prior and iron this out. We will have pullovers if required.
- Associations bringing more than one (1) team are not allowed to share players. The score sheet for your first game will reflect your team in the championship rounds and all games leading up to the Championship.

Section Three: Rules of Play

- Each game will be one (1) twenty-four (24) minute period.
 - One (1) two (2) minute warmup before each game.
 - All player changes will happen at the sound of the buzzer.
 - Two minute (2:00) shifts with a buzzer for shift changes.
- The clock will stop for a major injury and both sides will stop play.
- Referees will drop the puck midway between the two (2) nets and will not spend more than three (3) seconds or so to line teams up for the faceoff. Faceoffs will happen:
 - Beginning of the game.
 - After each goal.
 - After a stoppage for injury.
 - Shift change



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- When play is stopped due to the goalie controlling the puck, a whistle will signal the attacking players to vacate the offensive zone and move to their half of the ice. Once all the attackers have exited the offensive zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone.
- No slap shots, or body checking allowed. Body contact is allowed.
 - A slap shot is defined as any shot during which the shooting player's wind-up brings the stick blade above the shooters waist. The referee will blow down the play and conduct a faceoff if a slap shot is taken.
 - A Body Check is when a player uses his or her hip, shoulder, or body intentionally for the sole purpose of separating the player from the puck.
 - Body Contact is legal and is the contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off of the puck.
- Bench doors MUST remain closed until the sound of the buzzer.
- Once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players may enter onto the ice surface immediately.
- Penalties will result in a penalty shot.
 - Players will line up on the boards.
 - If the player scores, a faceoff will be conducted.
 - If the player does not score, play continues immediately.
 - Any player receiving a major penalty or more severe penalty will result in a penalty shot for the other team and the removal of that player from the game and that player will not be allowed to play in any more tournament games unless permission is granted from the Tournament Director or his/her designee.
- There is no center-ice (red) line, and therefore no icing calls or offside passes
- A team can pull their goalie to substitute an offensive player.
- No timeouts allowed in any game.
- All Tournament Director decisions are final.



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Section Four: Coaches, Managers

- Up to (3) three coaches, assistants or trainers may be on the benches. All bench personnel must be rostered with the players and have proper CEP, Safe Sport, and background check certification.
- Coaches are required to make every effort to ensure EQUAL ICE TIME for all participants and there is to be no shortening of the bench.
- Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for a minimum of one (1) game and subject to further review for possible expulsion from the tournament by tournament officials. INAPPROPRIATE BEHAVIOR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!

Section Five: Points and Advancing

- Eight (8) goals will be the maximum goal differential used in calculation for all games.
- We do everything we can to have all teams advance to a playoff round. An example of past seasons, 32 teams were split into 8 teams in 4 pools and the 1st and 2nd place teams in each of the 4 pools advanced to “Silver” Quarter Finals, 3rd and 4th place teams across each pool advanced to the “Green” Quarter Finals. In a 20 team tournament 4 pools are created with 5 teams in each pool. Playoffs are colors are Silver, Green, White, Gray, Black if needed.
- In Quarter Finals, Semi Finals, and Finals if overtime is required it will be played as follows until the tie is broken with Goalies:
 - One, two minute shift of 4 on 4
 - One, two minute shift of 3 on 3
 - The rest of the game will be played 2 on 2



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■ The following point system will be used to determine team seeding: A win equals two (2) points, a tie equals one (1) point, and a loss equals zero points. When there are two or more teams with the same amount of points, the following format will be used to determine division winners. All ties need to be settled within the same step.

- Head to head (when only two teams are tied)
- Goals for subtracted by goals against differential. Highest number advances (common opponents only)
- The team with the best goal average – (see below) in games played by common opponents, highest number advances.
- The team with the least penalty minutes.
- Coin Flip

Goal Average formula is as listed below

- The goal average of a team is to be determined by dividing the total number of goals for and against into total number of goals for, with the team having the highest percentage winning the higher position.
- Example: For 10 goals, against 4 goals – Percentage $10/14 = .714$
- For 10 goals, against 5 goals – Percentage $10/15 = .667$
- The .714 goal average wins the tiebreaker.

Thank you and good luck to all teams!

Eric Beauchamp

Eric Beauchamp
Tournament Director