



**WINTER IOWA GAMES  
YOUTH ICE HOCKEY COMPETITION RULES**

Games will be covered by USA Hockey certified referees. USA Hockey official rules of play will govern all games except where noted below. Items not covered will be at the discretion of the ice hockey committee to resolve in the best interest of the tournament.

- Play Time:** Mini-mite: 24 minutes of play with line changes every 60 seconds. Mites: Two 15 minutes halves with line changes every 90 seconds. All other divisions: Three 12 minute (stop clock) periods whenever possible.
- Forfeiture:** If at any time a team forfeits a game or decides to no longer play, unless for reasons beyond their control, they will not be eligible to medal or play in the medal rounds.
- Running Time:** If during the third period of any game a five (5) goal lead is established, the games will go to a running time clock as long as the five (5) goal lead is maintained.
- Arrival Time:** All teams should be at the rink 30 minutes before game time. Teams will be expected to take the ice as soon as the resurfacing is completed, even if ahead of schedule.
- Jerseys:** If two (2) opposing teams have similar uniform colors, one team will be required to wear different colored jerseys or pull overs (to be determined by coin toss).
- Warm Up Time:** Two (2) minutes
- Scoring:** Win – 2 points                      Tie – 1 point                      Loss – 0 points
- Ties:** Will be allowed to stand with no overtime. Win, tie and loss points (as outlined above) will be totaled for each team with the highest point value being the winner. If a tie exists, please see the attached tie-breaking criteria sheet.
- Sportsmanship:** This is to be expected by coaches, players and, most importantly, by the teams’ fans! After each game, the game referees and tournament directors will vote on the behavior of all parties. Sportsmanship awards will be given to each player of a team in each division of play. If a player or coach is ejected for unsportsmanlike conduct, they will not receive a medal even if their team does.
- Identification:** As with all tournaments, coaches should have copies of birth certificates ready and available prior to the first game check-in. Each coach must present his/her coaching card prior to each game.

*The Iowa Games staff, ice hockey committee and Mystique Ice Arena staff have the authority to remove any and all coaches, players and fans who become unruly, exhibit unsportsmanlike behavior, threaten to fight or actually engage in fighting. The person(s) will be removed from the premise, will not be allowed to reenter, and will forfeit any medals won.*

## ICE HOCKEY TIE-BREAKING CRITERIA

Pool Play Tie-Breaker: If there is a tie in total win, tie and loss points, the following will be used to break the tie and determine placements. A cap of a four goal **differential** in each game will be used for the tie-breaker.

- A) If there is a tie, head to head competition between tied teams will determine which team will be placed in the highest position.
- B) If two or more teams are still tied, the team with the largest goal differential (using only the games of the involved teams) is the winner.
- C) If the tie still exists, the team with the largest goal differential (using all games played) is the winner.
- D) If the tie still exists, the team with the fewest number of goals allowed in all games played will be placed in the highest position.
- E) If the tie still exists, the team with the fewest minutes spent in the penalty box will be placed in the highest position.
- F) If a tie still exists, a blind draw of the tied teams will be done to determine who will call the coin toss. The winner of the coin toss will be placed in the higher position.

**NOTE: If there is a three-way tie for a medal or advancement, the above tie-breaking criteria will be used to determine the winner of the three-way tie. The remaining teams go back to A), and begin again.**

Example:

In a four team pool, results of pool play yield the following standings:

Team	Wins	Losses	Ties	Goals For	Goals Against	Points	Goal Differential
Team Z	2	1	0	4, 2, 7	2, 3, 3	4	+2, -1, +4
Team X	2	1	0	3, 5, 2	2, 1, 4	4	+1, +4, -2
Team Y	2	1	0	4, 3, 4	3, 7, 2	4	+1, -4, +2
Team W	0	3	0	2, 3, 1	4, 4, 5	0	-2, -1, -4

Since team Z, X and Y are in a three way tie based on the total number of points given for Wins, Losses and Ties we will need to start with Letter B in the tie-breaking criteria.

Team Z has -1 and a +4 for games involving the tied teams. This gives Team Z a total of +3

Team X has +1 and a -2 for games involving the tied teams. This gives Team X a total of -1

Team Y has -4 and a +2 for games involving the tied teams. This gives Team Y a total of -2

**Final results are:**

1<sup>st</sup> Place: Team Z 2<sup>nd</sup> Place: Team Y

3<sup>rd</sup> Place: Team X

4<sup>th</sup> Place: Team W