

# STEEL CITY GIRLS INVITATIONAL 2026

## Tournament Information & Rules

### GENERAL TOURNAMENT INFORMATION

1. **Lodging:** All teams must stay in the designated tournament hotels and must book only through our contact at Team Travel Source. Any team failing to comply with this requirement will be removed from the event.
2. **Minimum Games:** All teams are guaranteed a minimum of 4 games in the tournament.
3. **Start Dates:** All teams must be prepared to play starting on Saturday morning at 8:00 AM unless otherwise approved by the Tournament Director. All games will conclude on Monday.
4. **Registration:** USA Hockey and the Mid-American District require that our tournament be registered and that all participating teams, players, and coaches be USA Hockey/C.H.A./IIHF registered.
5. **Sanctioning:** The Tournament Sanction Number is *MD26-125* and the Tournament Director is Alunda Edmonds.
6. **Championship Awards:** Awards will be given out to championship winners at the conclusion of the tournament. Championship awards may have to be presented in an off-ice location, as deemed necessary by Tournament Officials due to time constraints. In such instances, awards will be presented at a location to be announced at the time.
7. **Officials:** PSCS Hockey supports the USA Hockey zero tolerance initiatives for verbal abuse of any player, official, parent, or spectator including hateful or discriminatory behavior and/or language. The tournament director or rink staff reserves the right to remove any violator from the premises. APPROPRIATE PENALTIES WILL BE ASSESSED FOR DISPUTING OR ARGUING A DECISION OF THE OFFICIALS, ANY VISUAL DEMONSTRATION OF DISSATISFACTION, OR FOR THE USE OF OBSCENE OR VULGAR LANGUAGE TO ANYONE AT ANY TIME DURING THE TOURNAMENT.

### TOURNAMENT PLAYING RULES

1. **Governing Rules:** The USA Hockey "Official Rules & Casebook 2025-2029" shall apply to all tournament games.
2. **Eligibility:** To be eligible to participate in the tournament, the participant's name must appear on the final USA Hockey team roster submission. Any changes to the roster must be made in writing to the Tournament Director and shall not be permitted after registration prior to the team's first game. The use of ineligible players will disqualify a team from the tournament. All games played by a disqualified team will be forfeited. No money will be refunded.
3. **Dispute Resolution:** The Tournament Director is empowered to make all decisions, resolve all disputes, address all matters of protest, and handle all supplemental discipline throughout the tournament. All such actions must be made in accordance with USA Hockey By-Laws. The Tournament Director's decisions in any such matters shall be final regarding all tournament games.
4. **Jersey Colors:** Home teams shall be in white (light) jerseys; visiting teams must wear dark-colored jerseys. In the event of a color conflict, the visiting team shall advise the Tournament Director of any jersey conflict at least 30 minutes prior to game time. The Tournament Director shall then issue a decision to resolve the matter.
5. **Equipment:** Equipment specifications shall be in accordance with each team's governing body. Neck guards

and mouth guards are recommended for all players.

6. **Game Roster:** All players participating for a team in a tournament game must be listed on the team roster and on the game's scoresheet. Teams are responsible for loading their roster into GameSheet, when requested, prior to their first game at the tournament. Any player not participating in the game should be indicated as scratched via GameSheet, prior to the game. The Head Coach must digitally sign the scoresheet prior to each game to verify that the team roster is complete and accurate.
7. **Game Personnel:** Each team must supply one responsible adult to monitor its penalty box for the duration of each of its games. The tournament will supply two on-ice officials, an Emergency Medical Provider, a scorekeeper, and clock operator for each game.
8. **Start Times:** All teams must be available to play 15 minutes prior to the scheduled start time. In the event the preceding game finishes early, the teams shall be ready to start 15 minutes prior to the posted game time or as soon as the ice is resurfaced, whichever comes later.
9. **Intermissions:** The intermissions between each period shall be 1 minute in length.
10. **Ice Resurfacing:** The ice shall be resurfaced prior to the start of each game. There shall be no ice resurfacing done during the game.
11. **Running Clock:** If the goal differential reaches 5 goals or more at any time of the third period, the clock will run continuously except for stoppages involving goals and penalties. Play will revert to stop-time if the goal differential is subsequently reduced to 2 goals.
12. **Timeouts:** No timeouts shall be permitted in Round Robin games. One, 30-second timeout will be granted to each team during Semi-Final & Championship games only.

## **GAME FORMAT**

1. **Game Length:** Games will consist of the following elements:
  - a. 3-minute warm-up
  - b. Three (3) 15-minute periods for 19U, 16U, and 14U age groups
2. **Overtime:** No overtime will be played in preliminary play. If the game is tied at the end of regulation in preliminary rounds, a 3-player shootout will take place (*see #3, Shootout Format*). Playoff games will have a 5-minute 3-on-3 overtime (*see #4, Semi-Final and Championship Games*).
3. **Shootout Format:** The home team will decide who will shoot first. Designated shooters for both teams will alternate shots. If the score remains tied after 3 rounds, new players will participate in a sudden-death shootout. Players may not shoot again until all other eligible players on their team have had a turn OR the opposing team has used all of their shooters. Any player who was serving a penalty at the conclusion of regulation is ineligible to participate in the shootout. Goalies are not eligible. For tiebreaker purposes, shootout goals for and goals against will only count as a plus or minus one.
4. **Semifinal and Championship Games:** In the event that an elimination game should end in a tie, the tie will be broken in the following manner:
  - a. 5-minute sudden-death 3-on-3 stopped time (Goalies switch ends).
  - b. 3-player shootout (Goalies switch ends again) (*Same rules apply as in prelim shootout, #3 above*).
  - c. Sudden-death shootout (both teams get to shoot each round).
5. **There is no OT or shootout in consolation games.**

## **TOURNAMENT STANDINGS**

1. **Points System:** Each tournament game is worth 3 points. Points are awarded to the participating teams in accordance with the result of the game:
  - a. 3 points for a regulation win
  - b. 2 points for a shoot-out win
  - c. 1 point for a shoot-out loss
  - d. 0 points for a regulation loss
2. **Max Goal Differential:** Final scores will be posted and recorded with a goal differential of no greater than seven.
3. **Forfeits:** Forfeited games will be recorded as a 1-0 score. Any forfeited games affecting another team's playoff status may be reviewed by the tournament director to determine which teams advance beyond preliminary round play. Use of ineligible players will disqualify a team from the tournament. All games played by a disqualified team will be forfeited.
4. **Official Standings:** Standings will be compiled by the Tournament Staff and will be available online via GameSheet.
5. **Tiebreakers:** In the event of a tie in the standings at the conclusion of the preliminary round games, the tiebreaker system will be used to rank these teams. If more than two teams are tied, as soon as the tie is broken, the tiebreaker is reapplied to any remaining ties:
  - a. Total Team Points
  - b. Head-to-Head (two-team tiebreaker only unless in a three-team tiebreaker one team has beaten both teams, in which case that team would advance)
  - c. Goal Quotient [Goals For / (Goals For + Goals Against)]
  - d. Fewest Goals Allowed
  - e. Most Goals For
  - f. Fewest Penalty Minutes
  - g. Coin Toss

## **SEEDING AND ADVANCEMENT**

1. **Eight Team Divisions:** the division will be split into two brackets (A & B) of four teams each, and each team will play three round-robin games within their bracket to determine seeding for the semi-final games. The #1 and #2 seeds from each bracket will advance to the semi-finals where the #1 team will play the #2 team from the opposite bracket. The #3 and #4 teams from each bracket will play in a consolation game where the #3 team plays the #4 from the opposite bracket. The winners of the semifinal games will advance to the championship game.
2. **Four-Team Divisions:** the teams will play three round-robin games against all other teams to determine seeding for the semi-final games. The #1 team will play the #4 team and the #2 team will play the #3 team in the semi-final games. The winners of the semi-final games will advance to play in the championship game.

## **OVERTIME PROCEDURES (ELIMINATION GAMES)**

1. **Protocol:** Overtime shall be played for all elimination games with a tied score at the end of regulation time.
  - a. A 1-minute intermission shall take place immediately following the conclusion of regulation time.
  - b. Goalies will switch ends
  - c. All overtime periods shall be 5 minutes of sudden-victory, stop-time play.

2. **Womanpower:** The on-ice womanpower shall be based on 3-on-3 play (plus goaltenders) for the overtime period. Applicable penalties shall adjust the on-ice womanpower and shall never reduce a team to less than 3 skaters on the ice. If a penalty occurs during the overtime, the teams will play 4-on-3. If a second penalty is called on the same team while shorthanded, the on-ice womanpower shall be adjusted to 5-on-3. At the first stoppage after all penalties have expired, the on-ice womanpower shall revert to 3-on-3.
3. **Shootout:** If the score remains tied at the conclusion of the overtime period, a shootout will be conducted to determine the winner, in accordance with the *Shootout Procedures*.

## SHOOTOUT PROCEDURES (ELIMINATION GAMES)

1. **Pregame Designation:** Prior to each elimination game, each team's head coach shall denote 3 eligible shooters, in order (S1, S2, S3), on the scoresheet to the left of the players' names on the team roster.
2. **Protocol:** The referees shall instruct all players to return to their respective benches at the end of the overtime period and shall signal for the shootout to begin immediately.
  - a. All players must remain fully inside the team bench throughout the shootout unless she is the goaltender participating in the shootout or the skater attempting the current shot.
  - b. No warm-up activity using pucks may be used by any player – including goaltenders – prior to the shootout, and no additional warm-up activity of any kind shall be granted to any player once the shootout begins.
  - c. A different goaltender may be used at any point of the shootout as long as that goaltender meets the eligibility requirements. No warm-up time shall be permitted for changing a goaltender.
3. **Participation:** In order to be eligible for the shootout, players must meet all of the following criteria:
  - a. Players must be listed on the team roster of the scoresheet and still be in full uniform at the conclusion of the overtime period.
  - b. Players who were injured during the game are still eligible to participate in the shootout if that player has not been removed from the game by the directive of the Emergency Medical Provider.
  - c. Any player who was serving a penalty at the conclusion of overtime is ineligible to participate in the shootout.
  - d. Goaltenders are not eligible as shooters; skaters are not eligible as goaltenders.
4. **Format:** The shootout format shall be:
  - a. The goaltender from each team shall defend the net closest to her team's bench throughout the shootout.
  - b. The home team shall have the option of shooting first or defending first, which shall then apply to all rounds of the shootout.
  - c. All shots shall be governed in accordance with USA Hockey rules for Penalty Shots.
  - d. The shootout shall consist of three rounds unless, at any point, one team holds a shootout lead greater than the number of shooters remaining for the opposing team.
  - e. Teams must first use the three shooters, in order, as previously designated on the scoresheet.
5. **Tiebreaker:** If the shootout score is tied after three rounds, a sudden-victory shootout shall be initiated:
  - a. Each team shall designate 1 shooter at the start of the round, and no player may be used for a second time until all other eligible shooters from the team have been used OR the opposing team has used all of their shooters.
  - b. Each team will have an equal number of chances to shoot in the sudden-death rounds until a winner is determined by one team scoring in the same round that the other team does not.

## **USA Hockey Rule 406 (Applicable to Shootouts)**

(c) A "Penalty Shot" shall be taken as follows: The puck shall be placed on the center ice face-off spot and on the instruction of the Referee, the player taking the shot will play the puck from there and attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion towards the opponent's goal line and once it is shot the play shall be considered complete. No goal can be scored on a rebound of any kind and any time the puck crosses the goal line the shot shall be considered complete.

The goalkeeper must remain in the crease until the player taking the penalty shot has touched the puck. The goalkeeper may attempt to stop the shot in any manner except by throwing their stick or any object, in which case a minor penalty shall be assessed to the goalkeeper. While the penalty shot is being taken, players from both teams must be on their players' benches.

(d) For any violation committed by a goalkeeper during the penalty shot, the Referee shall allow the shot to be completed and if the shot fails, another penalty shot shall be awarded. Any penalties assessed will be served in the normal manner whether or not a goal is scored on the penalty shot. If, while the penalty shot is being taken, any player of the opposing team shall have by some action interfered with or distracted the player taking the shot, and as a result the shot was failed, a second attempt shall be permitted and the Referee shall impose a misconduct penalty on the player who committed the infraction.