



2026 Silver Stick - Las Vegas Regional Tournament Rules

1. GENERAL – All USA Hockey rules shall apply except as modified.

2. LENGTH OF GAMES

- All divisions (12U – 18U) will play 3-15 minute stop clock periods.
- Minor penalties are 2 minutes, major penalties are 5 minutes, and misconduct 10 minutes.
- If a team is leading by 5 goals or more in the 3rd period, a run clock will be in effect until the goal differential is reduced to 4 goals at which time it will revert back to a stop clock.
- All round robin games will have a winner. Games with the score tied at the end of regulation play will go to a shoot-out using the following format:
Three (3) pre-determined players from each team will alternate taking penalty shots beginning with the visitor. The team with the most goals after the shootout will be declared the winner.
If the score remains tied after 3 shooters, a sudden victory shootout will take place. Each team will continue with one (1) new player shooting for each team until the tie is broken and we have a winner. Teams may have a player shoot again only after each team has had ten (10) players shoot. If a team has less than ten (10) eligible players, each team may re-start their shooters in any order after the last eligible shooter on the team with the shortest bench.

3. ARRIVAL TIME - Teams should plan on arriving at the arena 1 hour prior to their scheduled game time.

4. CREDENTIALS – All US teams and players must be currently registered with USA Hockey. All Canadian teams must be currently registered with Hockey Canada. Official rosters will be checked prior to the team's first game in the tournament. Travel permits for Canadian and other foreign teams will also be verified.

5. PLAYER ROSTERING – The double rostering of players is not permitted in the tournament except at the High School Level. To be dual rostered, the player must be on the high school and club teams' regular season official roster. No tournament rosters will be accepted with dual rostered players.

6. SPORTSMANSHIP – The tournament stresses sportsmanship. **Fighting is not allowed in any Silver Stick Tournament. Participants penalized for fighting are suspended for the remainder of the tournament.** Abusive behavior or unsportsmanlike conduct by players, coaches or parents will not be tolerated on or off the ice. Such conduct shall be grounds for disqualification from the tournament. Game officials have the authority to direct the removal of any person acting in an objectionable manner as well as the authority to end any game at any time they feel that continuing the game would constitute a danger to the players. The outcome of any such game shall be determined by the tournament director. Any parent ejected from a game will result in the team's head coach being suspended the following game.

6.1 Penalties – Game penalties are not appealable or reviewable by video or other means at any time. This includes but is not limited to game misconducts & match penalties. Communication with tournament staff regarding tournament rules, schedules, suspensions, etc. are to be addressed by the head coach or team manager only.

7. TIME-OUTS – A maximum of one 30 second time-out per team will be allowed in any game. A time-out can only be called during a stoppage of play.

8. NUMBER OF PLAYERS AND COACHES ON THE BENCH – A maximum of 4 people other than dressed players will be allowed on each team bench. A maximum of 18 skaters and 2 goalies are allowed on the bench regardless of the number of rostered players a team may have. All people on the bench must be listed on the official team roster. At no time is a non-rostered coach or manager permitted to be on the bench.

9. DAMAGE TO RINKS AND OTHER FACILITIES – All repair and/or replacement costs associated with any damage caused to any property at the ice arena, hotel or other facility, shall be borne by the team(s) of the person(s) causing such damage. Immediate arrangements for restitution must be made, and violations of this rule are cause for disqualification from the tournament.

10. JERSEYS – It will be the responsibility of the home team to wear light colored jerseys and the visiting team to wear dark colored jerseys. Teams are required to bring both a light and dark colored jersey with permanently affixed numbers on both sets. No duplicate numbers will be allowed on a roster.

11. EQUIPMENT - All US players must adhere to USA Hockey's rules and regulations which include the following:

- All Youth and Girls divisions as well as High School players and Goalkeepers in all age classifications except adults, are required to properly wear a HECC-certified helmet as designed by the manufacturer and with no alterations and chin strap properly fastened. Note – HECC helmet must have a valid and current certification sticker.
- All Youth and Girls divisions as well as High School players and Goalkeepers, in all age classifications below adults, are required to wear a facemask certified by HECC, plus any chin protection that accompanies the facemask. Note – any helmet or facemask that is altered except as permitted in USA Hockey Rule 304(c) shall be deemed to be illegal equipment and shall not be allowed to be used in a game. The player, or such equipment, shall be removed from the game until corrected. (This shall include helmets from which a part has been cut or removed, facemasks from which the chin-cup has been removed or any other such alterations from the original manufacturing specifications.
- All Youth and Girls divisions as well as High School players and Goalkeepers, in all age classifications except adults, are required to wear a HECC certified neck laceration protector that covers as much of the neck area as possible. Note - BNQ certified neck laceration protectors will be permitted for the 2026-27 USA Hockey season.
- All players including goalkeepers, in the 12 & under (Youth and Girls') through Youth 18 & under (including High School) and Girls' 19 & under, age classifications are required to wear a colored (non-clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper.
- All Canadian players must adhere to Hockey Canada rules and regulations including the wearing of a BNQ certified throat protector. Hockey Canada does not mandate the wearing of a mouthpiece at any age classification where a full mask is required.

12. TOURNAMENT PLAYOFF POSITION – Playoff positions will be posted within 30 minutes after the completion of the last game in each division. It is the responsibility of each coach to determine if his team is in the playoff game and to verify the location and the time of the playoff game.

13. TOURNAMENT PLAY - Point Structure:

Regulation Win – 3 points • Overtime Win – 2 points • Overtime Loss – 1 point • Regulation Loss – 0 points

If 2 teams have an equal number of points, their position in the standings shall be determined by the following tiebreakers in order. The maximum goal differential attainable per game is 5.

1. Head-to-head game outcome.
2. If teams have not faced one another, then team with the most regulation wins advances.

3. If teams' records are still tied, the highest quotient wins. This is calculated by goals for divided by the total of goals for and against.
4. Fewest goals allowed.
5. Fastest goal scored in the first game of the tournament.

If 3 or more teams are tied, their position in the standings shall be determined by the following tiebreakers in order.

- A) If all teams have played each other, total points from head-to-head outcomes amongst the tied teams.
- B) If all teams have not played each other, but:
 - a. If teams are tied on points, team with the most regulation wins will take the top spot of the tied teams.
 - b. One team has played and beaten each of the other teams; that team takes the top spot of the tied teams.
OR
 - c. If one team has played and lost to each of the other teams, that team is moved to the bottom of the tied teams.
- C) Goals for divided by the total of goals for and against. Highest % advances.
- D) Fewest goals allowed.
- E) Fastest goal scored in the first game of the tournament.

In the event of a tie at the end of regulation play in the Quarter, Semi-Finals or Championship game, the following will take place:

- 1) The teams shall not change ends.
 - 2) A one-minute rest period will be allowed after which teams will resume play on a sudden death overtime basis. The overtime period shall be a six (6) minute stop clock period played 3 on 3.
 - 3) If still tied after the overtime period, a shoot-out will take place. This will involve three predetermined players from each team alternating taking penalty shots, starting with the visiting team. The team with the most goals at the end of the first shoot out will be declared the winner.
- If the teams remain tied after the shoot-out, each team will continue with one new player shooting for each team until the tie is broken and we have a winner. Teams may have a player shoot again only after each team has had ten (10) players shoot. If a team has less than ten (10) eligible players, each team may re-start their shooters in any order after the last eligible shooter on the team with the shortest bench.

14. PENALTY BOX - Teams must furnish their own penalty box attendant (must be 18 or older).