



## **2026 Las Vegas Invitational Tournament Rules**

### **10U – High School Divisions**

### **(8U Rules Below)**

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

#### **2. LENGTH OF GAMES**

- All divisions and levels (10U – HS) will play 3-15 minute stop clock periods.
- Minor penalties are 2 minutes, major penalties 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, 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 4 people, other than the 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) or 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 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:

1. Youth & girls divisions 12U and older must wear a non-clear internal mouthpiece.
2. All youth and girls age divisions must wear a neck laceration protector (neck guard).

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, then 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 plus 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 the score remains tied after the overtime period, a shoot-out will take place 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.

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

---

# 8U Division Rules

## LENGTH OF GAMES

- Each game will be 3 -14 minute running time periods (with a 1-minute break in between each period).
- All 8U Round Robin, Quarter-Final, Semi-Final and Championship 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 each team will continue with one (1) new player shooting for each team until the tie is broken and we have a winner. Each team may re-start their shooters in any order after the last eligible shooter on the team with the shortest bench has taken his turn.

## Equipment

- Full protective equipment is required to be worn in the tournament.

## Jerseys

- The home team shall always wear light colored jerseys unless otherwise indicated by the LVIC Tournament Staff. If each team has only one set of similar jerseys, the team without the correct jersey (light for home; dark for visitor) will wear colored vests.

**Penalties** - will be called for rule infractions. A penalty will result in the opposing team being awarded a penalty shot.

## Tournament Play

- Half-Ice play, 2 games simultaneously, with USA Hockey, ADM Dividers.
- Teams will play 4 on 4 + goalies.
- Teams will change lines in 2-minute shifts which will be indicated by the blow of the horn on the game clock. Upon the sound of the horn, play is stopped, line changes are made and a new set of 4 players will commence play with the drop of the puck.
- No slap shots are allowed. Slap shots will result in a whistle and change of possession.
- If a puck goes out of bounds, face off will be at the center spot to resume play.
- There are no off-sides or icing calls.
- After the puck is frozen by the goalie, the defensive team will start with possession of the puck from its own end. During the restart, opposing team must give two stick lengths of space.
- After a goal is scored, the face off will be at the center spot.
- There are no time-outs in the tournament.
- There will be 1 on-ice official for each game as arbiter of infractions and for puck reset. A scorekeeper will be present to monitor time of play for each game and to record goals and assists.
- Semi Final & Championship games – With two minutes remaining in the game there will be an automatic “Officials Time Out”.

**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, then 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.

1. If all teams have played each other, total points from head-to-head outcomes amongst the tied teams.
2. 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.
3. Goals for divided by the total of goals for and against. Highest % advances.
4. Fewest goals allowed.
5. Fastest goal scored in the first game of the tournament.

**LVIC OFFICIALS RESERVE THE RIGHT TO CHANGE OR ADAPT ANY TOURNAMENT RULE AT ANY GIVEN TIME IN THE INTEREST OF FAIR PLAY.**