



## RUSTLER CUP RULES 2024

1. This is a guaranteed two (2) game, knock-out style tournament. There are no sportsmanship points awarded. Please check the brackets and schedules as posted on the [RMMHA website](#) to see who is carrying on in the tournament after each game. The website will be updated at the end of each game. Games will be updated in HiSports as results come in.
2. Teams needing to affiliate a player, please see the PCAHA Rules at the end of this document and follow the process as outlined in the PCAHA Rule Book.
3. Every team must have a Team Representative. This is the Team Manager however, if they are not, please designate an alternate. It is this person's responsibility to:
  - Verify the game roster in HiSports! a minimum of 30-minutes prior to the start of the game
  - Assign a Timekeeper if you are the HOME Team
  - Assign a Scorekeeper if you are the HOME Team
  - Pay the on-ice officials if you are the HOME Team
4. The higher seeded team is always the HOME team and can choose which jersey color they will wear during games.
5. The winner of the final game in the Rustler Cup wins the Rustler Cup regardless if that is the losing team's first loss.
6. NO unsportsmanlike conduct towards the Tournament Officials will be tolerated. Parents, players and/or Team Officials who are found to be yelling at the referees during or after a game will be asked to leave the rink immediately. This will be strictly enforced and there is a zero-tolerance policy for this behavior. Please ensure that your parents spend their time cheering for their team, not complaining about calls missed or what they deem incorrect or inappropriate at the time. Coaches should send an email or speak to your team and parents as a reminder of the codes of conduct they have signed at the start of the season. If you hear any parents getting out of hand, it is a Team Official's responsibility to control them.
7. Length of Periods for Rustler Cup Games.
  - First period is to be 15:00 minutes long.
  - Second period is to be 15:00 minutes long.

- Third period will be half the time remaining

8. OVERTIME will consist of a five (5) minute run time sudden death 3 on 3 period. If still tied, a three (3) man shootout will happen (see #8). If still tied, a sudden death shootout with **new** shooters and no repeat players. This is a double knock-out tournament so there must be a winner at the end of each game.

9. In the event of a tie at the end of the first overtime the following shoot-out protocol will be used:

- Each coach will present the referee with a list of three (3) shooters by last name/number IN ORDER. The HOME team will have the choice to shoot first or defer to the AWAY team.
- The referee will present the scorekeeper with the list and order of shooters and each shooter's result is to be recorded in HiSports! with SO being the period code, G for goal and NG for no goal.
- If still tied after three (3) shooters, the game will progress to a sudden death shoot-out, continuing the rotation until a winner has been determined.
- A new shooter must take the shot each time until all dressed skaters have been utilized - NO PLAYER CAN SHOOT TWICE UNLESS THE TEAM HAS GONE THROUGH THE WHOLE ROSTER OF DRESSED SKATERS.

10. After the final game, helmets must remain on the players until they leave the ice. Insurance for all players is void if anyone removes their helmet.

**The following are PCAHA Rules that apply to the Rustler Cup Tournament:**

12. All tournaments/jamborees held under the jurisdiction of the PCAHA shall operate under PCAHA rules and regulations in conjunction with LMHA rules and regulations.

- 12(a) In all tournaments or jamborees, teams must consist only of those players who are included on the team roster filed with the PCAHA Executive Director (except as specifically permitted under the Affiliate Player and Goaltender Exemption rules).
- 12(b) The tournament/jamboree director shall be entitled to verify all rosters with the PCAHA Executive Director prior to the commencement of the tournament/jamboree.
- 12(c) Any team or Association using players in a sanctioned tournament or jamboree who are not on the team's roster (except as specifically permitted

**13. HAVE FUN!!**