



## I. Rules and Conduct

- a. USA Hockey rules will govern all play
- b. Minor penalties at all levels will be 1 minute 30 seconds
- c. USA Hockey Zero Tolerance posters are located throughout the facility and will be strictly enforced
- d. A player or coach who is removed from the ice or bench by an official for any reason will not be allowed to play or coach for the remainder of the tournament. The tournament director, after consultation with the referees involved in the ejection, is the only one who can overturn a suspension.
- e. Spectators who are ejected from the facility will be asked to leave for the remainder of the game. If a spectator is ejected a second time, that spectator will not be permitted to return for the remainder of the tournament.

## II. Registration

- a. A representative from each team must check in at the front office or welcome table at least 30 minutes prior to their first game.
- b. Any remaining payment must be paid in full before the first game.
- c. Each team must supply an official USA Hockey roster signed by the state registrar. **Failure to do so may result in forfeited games until which time a roster can be handed in.**
- d. Teams must fill out scoresheets for all 3 preliminary games before the first game. Edits to the scoresheet can be done at the scorer's table prior to the game start.

## III. Curfew / Time Outs

- a. All games (Squirt, Peewee, Bantam, Girls) will consist of a 3 minute warm up and three 12 minute stop time periods with 1 minute and 30 seconds in between each period. If a difference of 5 goals or more exists at anytime in the third period, the remainder of the game will be running time unless the goal differential lowers to 3, at which point stop time will resume.
- b. Mites will start with a 3 minute warm up followed by 2- 12 minute stop time periods and the third period will be running time using the balance of the 1 hour curfew. If the score differential is 2 goals or less with 4 minutes remaining in the game, time will revert back to stop time. If the goal differential changes again to 3 or more goals time will run.
- c. There will be no overtime periods in round robin play
- d. There are no time outs permitted in preliminary rounds. 1, 30 second time-out will be granted to each team in the championship game.

## IV. Format: Mite, Squirt, Bantam and Girls

- a. 8 teams will be divided into 2 round robin groups of 4 (North and South)
- b. Each team will play all of the other teams in their group
- c. At the end of round robin play, the team with the best record in each group will advance to the final.



## **V. Format: Pee wee**

- a. 6 teams will be divided into 2 round robin groups of 3 (North and South)
- b. Each team will play each of the other teams within their group
- c. Each team will then play a randomly selected team from the other group
- d. At the end of round robin play, the team with the best record in each group will advance to the final.

## **VI. Point System**

- a. Win = 2 Point
- b. Tie = 1 Point
- c. Loss = 0 Points

## **VII. Statistical Tie / Championship Game Advancement**

- a. In the event of a statistical tie, the following steps will be used, in order, to decide who moves on to the championship round
  - i. Head to Head Record
  - ii. Least Goals Against
  - iii. Least Penalty Minutes
  - iv. Fastest Goal At The Beginning Of Any Game
  - v. Most Periods Won
  - vi. Coin Flip

## **VIII. Championship Game Tie**

- a. 5:00 minute sudden death overtime 5 on 5
- b. 5:00 minute sudden death overtime 4 on 4 ( if needed )
- c. Shoot Out ( if needed )
  - i. Three players from each team shall participate. After each team has taken three shots and if the score remains tied, the shootout will proceed to sudden death format.
  - ii. In the sudden death shootout, a player from each team will shoot in each round until the tie is broken
    1. No player may shoot twice until everyone who is eligible has shot
- d. All players in the tournament will receive awards, champion will receive awards and Midcoast Cup for 3 months