



## 14U Tier 1 Regional Tournament

---

**WELCOME to New Hampshire!!!**

On behalf of the New Hampshire Amateur Hockey Association, we hope that all participating players and their families will enjoy their tournament experience not only this weekend, but for a lifetime!

Important reminder to all tournament players, coaches, parents, and spectators. NHAHA strictly adheres to the USA Hockey Zero Tolerance policy and Code of Conduct policy.

Quoting Bob Johnson, "It's a Great Day for Hockey, so let's play! Please join me in watching some great hockey".

***Payment information: Team Fees: \$1,350.00 per team***

***Please make checks out to :***

***New Hampshire Amateur Hockey Association or NHAHA***

***C/O Matt Roy***

***PO Box 2406***

***Concord NH 03302-2406***

***DO NOT MAIL CHECKS! PLEASE BRING TO YOUR 1<sup>ST</sup> GAME***

***Fees must be received prior to your first game.***

---

### **Rink**

**ST.Anselm College Campus (Sullivan Arena)**

**Rundlett Hill RD, Manchester NH 03102**

***All coaches and team managers should read this packet carefully to become familiar with all requirements and tournament rules.***

---

### **Hotel Information**

Block is under NH HOCKEY or NHAHA

Parents will need to call and secure their own individual rooms. The block is on a first come first serve basis.

**MUST SECURE BY FEBRUARY 21 TO BE GUARANTEED THIS RATE!**

Comfort INN – 20 rooms  
298 Queen City Ave  
Manchester NH 03102  
603-668-2600  
\$105 room rate

Fairfield Inn Manchester – 40 rooms  
860 South Porter Street  
Manchester NH 03103  
603-625-2020  
\$108 Room Rate

---

### **Discipline Committee Information**

Matthew Roy 603-674-8356

Richard Oliver 401-439-9519

Tom Regan 860-833-4329

(1) The Discipline Committee shall be composed of three (3) people and be appointed prior to the first game by the tournament director. Its members shall not come from the same community. The referee-in chief, or his/her appointee, shall not be eligible to serve on this committee.

(2) The committee shall be responsible for deciding any action, suspensions or otherwise, to be taken against a player or team official receiving a game misconduct or match penalty. The committee shall have full power to waive or increase the one-or two-game suspension imposed in Rule 404 (c), Game Misconduct.

(3) The committee shall have authority to initiate action involving supplementary discipline against a player or team official whether or not it involves the playing rules; provided, however, that no suspension shall occur without first giving notice of the intended action and providing the opportunity for a hearing.

(4) No player or team official shall be suspended from participating in the remaining games unless he/she has been provided the opportunity to appear before the committee to relate his/her version of the incident.

***Note 1:*** No hearing for game misconduct will be permitted for any player who incurs five penalties in the same game. Players shall be assessed a game misconduct penalty.

***Note 2:*** No hearing for game misconduct will be permitted for any head coach whose team incurs fifteen or more penalties during one game. The head coach shall be suspended for the next one game of that team.

---

## Coaches Meeting Information

The mandatory coaches meeting will be conducted via conference call rather than the normal in-person meeting. We will be hosting a coaches meeting on Wednesday, March 11th at 7:00 PM. The conference call information is Call In Number (US): (605) 313-4136 Access code: 857301#. for all teams. The meeting will address the rules and make sure all information needed has been provided. This is a **mandatory** call and each team is required to have a coach and/or manager on the call. The Head Coach will be suspended for the first game if a representative is not present on the call. Each team is required to have their Credential book at each game. The team must provide the host roster labels (3 labels per game, max of 5 games = 15 labels) at least one hour prior to your first tournament game.

---

## Credentials

National Tournament Bound Tournament Teams – Do not mail your Credentials book! Your Credentials book must be complete and checked by your State Registrar. Your State Registrar will then sign the Credentials Verification form and forward it to the host State Registrar before your arrival. Your local State Registrar will also notify the host State Registrar if there are any pieces missing in your Credentials book. Should that occur, the player/players would not be allowed to play until said documentation is provided to the Tournament Director. Your book must be present at the tournament and turned in to the local Tournament Director **on request** to resolve any outstanding questions. The Credential book should contain the following:

1. A certified Roster Registration Form (1-T) signed by your state registrar.
  2. Sanctioned game score sheet to verify compliance with the 10/20 (Youth) or 10/14 (Girls/Women) rules for each rostered player.
  3. All coaches must show on the roster (#1 above) as being credentialed at the level mandated by USA Hockey.
  4. Non- US Citizen (Transfer) must be noted as "Complete" on the roster (#1 above).
  5. Consent to Treat forms for all players and coaches.
-

## Tournament Rules

### Round Robin

#### TIME OF PERIODS (ALL STOP TIME IN MINUTES) AND ICE CLEAN REQUIREMENTS

Class	1, 2, 3		PENALTIES			
	Warmup	Period	Overtime*	Minor	Major	Miscon.
13 & 14	5	16	5/16	2	5	10
15 Only	5	17	5/17	2	5	10
15 & 16	5	17	5/17	2	5	10
17 & 18 (Youth Tier I)	5	20	5/20	2	5	10
17 & 18 (Youth Tier II)	5	17	5/17	2	5	10
17 to 19 (Girls)	5	17	5/17	2	5	10
Women's	5	15	5/15	2	5	10
HS Varsity/Prep	5	17	5/17	2	5	10

Resurfacing Ice will be done at the beginning of the game and between 2<sup>nd</sup> and 3<sup>rd</sup> periods. Round Robin play will not have Overtimes or Time Outs. Unless otherwise agreed to by the teams and the Tournament Director, the Home Team shall wear light/white jerseys and the Visiting Team shall wear dark/colored jerseys in all games. The maximum number of players, excluding goalkeepers, shall not exceed eighteen (18). It is highly recommended that all teams arrive with two goalkeepers. Any team that cannot satisfy this requirement must notify the Tournament Director prior to the start of the tournament. Zero Tolerance will be enforced by all on and off Ice Officials. After round robin play, the four teams with the highest standing will advance to the semi-final round.

#### METHOD OF DETERMINING CHAMPION

**Youth and Girls/Women's Preliminary-Round Games – there will be no overtime for preliminary round games. Ties in standings will be determined by the following process**

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking rules listed below. If at any point during the application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin at Step 1 for any teams that remain tied.

Note: If all tied teams have not played each other, the tie-breaking process will begin at Step 2. The tie-breaker rules are as follows:

- 1) The results of only the head-to-head games played between the tied teams in the following order:
  - a. Most points earned.
  - b. Most total wins (whether in regulation, overtime and shootout).
  - c. Most regulation wins.
  - d. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus.
  - e. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero

- (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
- f. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- 2) If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
- g. Most total wins (whether in regulation, overtime and shootout).
- h. Most regulations wins.
- i. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus.
- j. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”
- k. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- l. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.
- 3) If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.
- Note: A team may go into the tie-breaking process having defeated another of the tied teams and still not advance.
- Note: If a team forfeits any of its games, and becomes involved in any tie-breaking formula, the team that forfeited will not advance and all games played against the forfeiting team shall be recorded as 1-0 victories for all opposing teams.

### **Youth and Girls/Women’s Quarterfinal, Semifinal and Championship Games**

All Games Played to a Winner. If the game is tied following regulation play, one (1) 10 minute sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. Teams shall switch ends at the end of the third period. If the score is tied at the end of the sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score.

#### **Shootout Procedures**

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- The referee shall call the two captains to the referee’s crease to flip a coin to determine which team takes the first shot. The home team shall call the coin toss. The winner of the coin toss shall have the choice whether his/her team will shoot first or second.

- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

#### Sudden-Death Shootout

The sudden-death shootout will be conducted as follows:

- A sudden-death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
  - Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout.
  - Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
  - All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
  - Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
  - The goalkeepers from each team may be changed after each shot.
  - The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.
- 
-

<b>New England District</b>			
<b>14U Tier 1 Tournament Schedule</b>			
<b>American</b>		<b>National</b>	
<b>1</b>	<b>New Hampshire 1</b>	<b>2</b>	<b>Rhode Island 1</b>
<b>4</b>	<b>New Hampshire 2</b>	<b>3</b>	<b>Rhode island 2</b>
<b>5</b>	<b>New Hampshire 3</b>	<b>6</b>	<b>Connecticut 1</b>
<b>Each Division Team Plays the Teams in the other Division</b>			
<b>Top four overall teams by points advance to the semi-finals in a 1v4, 2v3 format.</b>			

<b>All Games played at Sullivan Arena on St.Anselm College Campus</b>						
<b>Date</b>	<b>Game</b>	<b>Start</b>	<b>Finish</b>	<b>Rink</b>	<b>Home Team</b>	<b>Away Team</b>
<b>Friday, March 13</b>	<b>1</b>	<b>3:00 PM</b>	<b>5:00 PM</b>	<b>Sullivan</b>	<b>New Hampshire 1</b>	<b>Rhode Island 1</b>
	<b>2</b>	<b>5:15 PM</b>	<b>7:15 PM</b>	<b>Sullivan</b>	<b>New Hampshire 2</b>	<b>Rhode island 2</b>
	<b>3</b>	<b>7:30 PM</b>	<b>9:30 PM</b>	<b>Sullivan</b>	<b>New Hampshire 3</b>	<b>Connecticut 1</b>
	<b>4</b>					
<b>Saturday, March14</b>	<b>5</b>	<b>7:30 AM</b>	<b>9:30 AM</b>	<b>Sullivan</b>	<b>New Hampshire 1</b>	<b>Rhode island 2</b>
	<b>6</b>	<b>9:45 AM</b>	<b>11:45 AM</b>	<b>Sullivan</b>	<b>New Hampshire 2</b>	<b>Connecticut 1</b>
	<b>6</b>	<b>12:00 PM</b>	<b>2:00 PM</b>	<b>Sullivan</b>	<b>Rhode Island 1</b>	<b>New Hampshire 3</b>
	<b>7</b>					
	<b>8</b>	<b>2:30 PM</b>	<b>4:30 PM</b>	<b>Sullivan</b>	<b>Connecticut 1</b>	<b>New Hampshire 1</b>
	<b>9</b>	<b>4:45 PM</b>	<b>6:45 PM</b>	<b>Sullivan</b>	<b>Rhode Island 1</b>	<b>NewHampshire 2</b>
	<b>10</b>	<b>7:00 PM</b>	<b>9:00 PM</b>	<b>Sullivan</b>	<b>Rhode island 2</b>	<b>New Hampshire 3</b>
	<b>11</b>					
	<b>12</b>					
<b>Sunday, March 15</b>	<b>13</b>	<b>8:00 AM</b>	<b>10:00 AM</b>	<b>Sullivan</b>	<b>#1 Seed</b>	<b>#4 Seed</b>
	<b>14</b>	<b>10:15 AM</b>	<b>12:15 PM</b>	<b>Sullivan</b>	<b>#2 Seed</b>	<b>#3 Seed</b>
	<b>15</b>	<b>4:00 PM</b>	<b>6:00 PM</b>	<b>Sullivan</b>	<b>Championship Game</b>	