



Bantam Tier III Sectional

Veterans Memorial Skating Rink, Waltham, Massachusetts

March 13-15, 2020

Welcome to Massachusetts!!!

On behalf of the Massachusetts Hockey, I would like to welcome you to Waltham and also provide you information regarding the 2020 New England District Bantam Tier III Sectional Ice Hockey Championships. The tournament will be held on March 13 14 & 15 at the Veterans Memorial Skating Rink on Totten Pond Road in Waltham. Please feel free to contact me, the tournament director, if you have any questions: Mark Hickey (617) 429-8745 or markzhickey@gmail.com

March 2020 Hotel Information- Waltham area

Teams are able to select from several hotels located very close to the arena. There are no requirements for teams to use any specific hotels, as we hope this provides the most flexibility for families traveling to the tournament.

You will find really affordable rates as most of these hotels cater to Monday-Friday business travel. Most hotels will be under \$100 per night.

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

***Please send checks to:
Waltham Youth Hockey
c/o Mark Hickey
46 Shirley Road
Waltham, MA 02154***

Fees must be received prior to your first game.

Waltham Youth Hockey (Host) will be providing FREE Sectional T-Shirts to each participating player and coach. Can you please send me sizes ASAP in order to get them?

Rinks

Veterans Memorial Skating Rink
359 Totten Pond Road
Waltham, MA 02451

John A. Ryan Skating Arena
1 Paramount Place
Watertown, MA 02472

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

Credentials

All credentialing will be done at your home state- Bring your books only to keep them with you.

Discipline Committee Information

Luke Stanton

Lisa Wise

Ken Doucette

- (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

New this year, 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 will be sent to you via email. 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 provide the tournament host with you Credential book and roster labels (3 labels per game, max of 5 games = 15 labels) prior to your first tournament game.

Tournament Rules

Round Robin

Play will have 3 periods of 16 minutes.

Resurfacing Ice will be done at the end of the 2nd period and at the start of the game.

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.

Tie-Break Procedures in Round Robin play.

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step 1. *(If all tied teams have not played each other, then proceed to step 2. Note: a team may go into the tiebreaking process having defeated another of the tied teams and still not advance).*

The tie-breaker formulas are as follows:

1. The results of the head-to-head games played between the tied teams in the following order:
 - a. Standings — Most points.
 - b. Most total wins.
 - c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - d. Quotient — Dividing the goals scored in these games by the goals scored against, 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.”

2. If after applying the formulas of 1 a, b, c or d the tie still exists, the results of all the games played by the teams tied in the following order.
 - a. Most total wins.
 - b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - c. Quotient — Dividing the goals scored in these games by the goals scored against, 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.”
 - d. 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.
 - e. 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: Forfeits - If a team forfeits any of its games, and becomes involved in any tie-breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories

Overtime – Semifinal and Championship Games

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 will 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

Directions to the Waltham Rink

FROM SOUTH:

Take Rt. 128 (I-95) take Exit 27 A-B. Follow Wyman Street to Totten Pond Road. Follow to your destination.

FROM NORTH:

Take Rt. 128 (I-95) to Exit 27A. Take Totten Pond Road to your destination.

Bantam Tier III Sectional Tournament Schedule	
American	National
Maine	New Hampshire
Rhode Island	Vermont
Massachusetts 2	Massachusetts 1
Connecticut 1	Connecticut 2
Each Division Team Plays the Teams Within the Division	

Date	Game	Start	Finish	Rink	Home Team	Away Team
Friday March 13th	1	3:00 PM		Waltham	Massachusetts 1	New Hampshire
	2	4:45 PM		Waltham	Vermont	Connecticut 2
	3	6:30 PM		Waltham	Maine	Massachusetts 2
	4	8:15 PM		Waltham	Rhode Island	Connecticut 1
Saturday March 14th	5	7:00 AM		Waltham	Connecticut 2	Massachusetts 1
	6	8:50 AM		Waltham	New Hampshire	Vermont
	7	10:20 AM		Watertown	Massachusetts 2	Rhode Island
	8	10:40 AM		Waltham	Connecticut 1	Maine
	9	12:10 PM		Watertown	Vermont	Massachusetts 1
	10	3:00 PM		Waltham	New Hampshire	Connecticut 2
	11	4:50 PM		Waltham	Rhode Island	Maine
	12	6:40 PM		Waltham	Massachusetts 2	Connecticut 1
Sunday March 15th	13	7:00 AM		Waltham	American 1	National 2
	14	9:00 AM		Waltham	National 1	American 2
	15	1:35 PM		Waltham	Championship Game	