

2. Youth Tier II (8 Team)\*

Proposed Sectional representation shall be as follows for State Tournaments:

	Squirt	PeeWee	Bantam	Mid-16	Mid-18
Central	2	2	2	2	2
East	2	2	2	2	2
North	2	2	2	2	2
West	2	2	2	2	2

\*The host Association will fill the at-large berth if it does not otherwise qualify in the Tier I Center Tournament. In the Tier II Tournament, if the host team does not otherwise qualify in their Section as the #1 or #2 team, they will enter the tournament as the host team, and the tournament will become a nine (9) team tournament.

3. Youth Tournament Seeding

Girls State Tournaments shall be decided by the NYSAHA Tournament Director and the Section Presidents after team registration figures are finalized. In Youth Tier I State Tournaments, the host Association’s team will fill the last open seed if it does not otherwise qualify for the State Tournaments. In the Tier II and Tier III Tournaments, if the host team does not otherwise qualify in their section as the #1 or #2 team, they will enter the Tournament as the host Association’s team, and the Tournament would become a nine (9) team Tournament. However, if one or more of the four Sections does not register a minimum of four teams in a specific age group, then the Section could/would lose a seed in the Tournament and that seed would be given to the host Association’s team so the Tournament could remain an eight team Tournament.

4. Obligation Of State Champion To Compete

The State Champion, when applicable, will represent NYSAHA in the USA Hockey National Tournament.

C. PAIRINGS AND SCHEDULES FOR STATE TOURNAMENTS

See Appendix 1.

**13. TOURNAMENT REGULATIONS**

A. TOURNAMENT ORGANIZATION

1. Jurisdiction

NYSAHA Officers, in all matters pertaining to tournament play, shall have the power to adjust matters at any time in the best interest of the tournament and ice hockey.

2. Tournament Chairperson

The host Association shall appoint a Tournament Chairperson to formulate the tournament format, rules and regulations subject to the approval of the NYSAHA Tournament Director. The Tournament

Chairperson cannot be the coach, assistant coach, manager or other team official of the host team.

3. Credentials Committee: A Committee shall be appointed by the host Association. The credentials required for Sectional and State Tournaments are to be made identical to the credentials required at the National Tournaments. Each player is required to sign in before his/her first game. Each team is required to furnish the Credentials Committee with a copy of its original player roster form as a match to the copy that will be sent to the Tournament Chairperson by the NYSAHA Tournament Director.

4. Assignment Of Officials

The Tournament Director will be sure that the Referee-in-Chief and his Supervisors have properly assigned referees and linesmen to each tournament game.

5. Game Officials

(a) It is the sole responsibility of the host Association to supply off ice officials for each game played in a Pre-Sectional, Sectional, Playdown and/or State/Regional Tournament. The off ice officials shall be of adult age (18 years or older). The required off ice officials are as follows: Scorekeeper, Game Timekeeper, Announcer and two (2) Penalty Box Attendants. Note: In all games played in the line of progression leading towards a State/District tournament, the scorekeeper must record the actual time on the clock when a goal is scored or a penalty is assessed.

(b) Goal judges shall not be used for any games.

6. Player Discipline Committee

(a) The Player Discipline Committee shall be composed of three (3) people and be appointed prior to the first game. Its members shall be the Tournament Chairperson and two others. No two members shall come from the same Community/Association. The Referee-in-Chief or his/her appointee shall not be eligible to serve on this Committee. The Committee shall be responsible for deciding any action (suspensions) or otherwise to be taken against a player or team official receiving a match or game misconduct penalty. The Committee shall have the power to waive or increase the one game suspension imposed by Rule 404C Game Misconducts.

(b) The Discipline Committee is obligated to hold a hearing for a player or team official receiving one or more of the above-named penalties. This hearing shall take place as soon as possible after the conclusion of the game in which the penalty was called. However, no hearing for a game misconduct is required or allowed for a player (Midget age classification or below, including High School) who incurs five penalties in the same game or a game misconduct for a Head Coach whose team (Midget age classification and below, including High School) incurs fifteen or more penalties during one game. In both cases the player(s) and/or Head Coach will sit out the

next game. These rules also apply to Women Senior in the State Tournament.

(c) 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.

(d) Any discrepancy will be brought to the attention of the Tournament Chairperson, who will take it to the Discipline Committee for a ruling.

(e) All disciplinary action taken by the Discipline Committee shall be reported to:

(i) The home Association of the team(s) involved for any further action at their discretion,

(ii) The Player Discipline Committee of the National Championship accompanied by its recommendation if it involved the Regional winner,

(iii) NYSAHA Tournament Director,

(iv) NYSAHA Referee-in-Chief, and

(v) The offender's Section President.

(f) The National Championship Player Discipline Committee shall be sole authority in determining the eligibility of the individual(s) for the National Championships.

## 7. Awards

(a) Each host Association will provide a Tournament Souvenir i.e. (Patch, Pin or Hat) for every player who participates. Host Associations will design their own tournament patch, which must be a minimum of 4" in diameter. This may be used as a player pass and memento of the tournament.

(b) Host Associations will provide a runner-up trophy for the second place team. Additionally, the host Association will provide individual awards for the first place and runner up teams Awards selected should be appropriate for the high level of accomplishment for which they are being awarded.

(c) NYSAHA will provide the NYSAHA Championship patch for each individual member of the winning team. This will be a standard NYSAHA designed patch, which will be purchased through the NYSAHA Tournament Director. The championship patches will be mailed to the Tournament Chairperson.

(d) NYSAHA will provide a NYSAHA Championship Banner and Paul Furman Championship trophy for the championship team and a runner up team trophy. The banners and trophy will be mailed to the Chairpersons.

(e) Duplicate Banners may be requested from the NYSAHA Tournament Director, in writing, from the Championship Team's Association. All requests shall be on Association stationery and signed by its President. The requesting Association will be responsible for all costs to reproduce and ship the duplicate Banner..

8. With the best interests of its participants in mind, NYSAHA prohibits the sale or consumption of alcohol on the premises during the tournament competition.

## B. TOURNAMENT RULES AND PROCEDURES

### 1. Playing Rules

All rules will apply to all classifications of State Tournaments. Any flexibility in rules with regard to State Tournaments must be decided by the Tournament Chairperson and approved by the NYSAHA Tournament Director in consultation with the Section President. The rules cannot be altered when the tournament has begun. No protests shall be permitted on the playing rules.

### 2. Rule Interpretation

(a) Inquiries regarding the interpretation of State tournament Rules and Regulations or Procedures must be placed through the NYSAHA Tournament Director.

(b) Inquiries regarding the interpretation of Game Rules must be directed to the Supervisor of Officials responsible in the Section in which the games are being played.

### 3. Rule Review

The Tournament Director will meet, if requested, or have a representative meet with each Tournament Committee and participants preceding the tournament to review rules and regulations.

### 4. Game Time Protocol

Game start time and warm up time.

Once the official tournament schedule has been published no game or warm up time may start prior to its scheduled starting time for any reason. Warm up time shall consist of 5 minutes.

Players on ice for warm up and/or start of game

Players shall not be allowed on the ice or bench area for warm up or the start of a game until the on ice officials are on the ice. Players must remain off the ice or bench area until an on ice official waves them on. Any violation of this rule shall result in a bench minor penalty to the offending team.

Time on clock between periods (no ice resurfacing)

There shall be 2 minutes on the clock between periods when there is no ice resurfacing.

### 5. Association Participation In Section Competition

Only one team from each age classification may represent an Association as a participant in a State Tournament. For High School Club hockey only, one team per school may participate in a NYSAHA State Tournament.

### 6. Section Competition For Entrants Into State Tournaments

Each section shall employ either a playdown or a Sectional Tournament to determine the participants and seeding of said participants from the section for the respective State Tournament. These playdowns or Sectional Tournaments are to end no less than two weekends, twelve (12) days prior to the State Tournament, with the exception of High School, which will be no less than one (1) weekend prior to the State Tournament.

### 7. A copy of each team's playing roster shall be available from the Credentials Committee upon request from any of the participating teams.

Any challenge of a player's eligibility shall be made before his/her team plays its first game, otherwise no protest will be accepted or allowed. Should the Credentials Committee determine a player to be ineligible before, during or after the tournament, said player or players shall be ruled out of any remaining games, and the team using the ineligible player(s) shall forfeit any games in which the player(s) participated. Also, if it is proved that the coach and/or manager were aware of the situation, they shall be subject to suspension.

8. Tournament Rosters

The Sectional Tournament Chairperson is responsible for sending the rosters of the qualifying teams to the State Tournament Director immediately upon the completion of the Sectional Tournament. The NYSAHA Tournament Director shall supply the Sectional Tournament Chairperson with proper information to do so. The Sectional Tournament Chairperson is also responsible for notifying the NYSAHA Tournament Director, by phone, of the results of the Sectional Tournament.

9. Only those people whose names are on the USA Hockey Player Roster Form shall be allowed on or near the player's bench during Pre-Sectional, Sectional, and State Tournaments.

10. Seeding And Elimination Games

(a) Whenever there are only two (2) teams vying for a berth or berths, in either a State tournament or a USA Hockey National tournament, a two (2) game home and home series shall be played to determine the seeding and/or entrant in said tournaments. A full fifteen (15) minute mini-game, (and not sudden death), shall be played right after the second game if the two teams are tied in points. If there is no winner of the mini-game, a shoot-out, as outlined in the NYSAHA Guide Book, shall take place to determine the winner. Neutral on-ice officials, assigned by the Section Referee Supervisor, are to be used for these games.

(b) A complete credentials check done either jointly or by a neutral party must be done before the start of the first game. Note: A Discipline Committee (consisting of three members) must be set up before the first game, and all matters requiring a Discipline Committee hearing must be held at the conclusion of the game in which the infraction occurred. The two game home and home series in this paragraph may be replaced by a single game if the two Associations involved agree to a single game determination, including the time and place where such single game will be played, and if the Section President approves of the single game as being fair and unbiased to both teams.

11. Method of Determining Champion

For all State tournaments, standard Round Robin play will be used. The standings shall be determined on the basis of two (2) points for a win and one (1) point for a tie.

## 12. Time of Periods For State Hockey Tournaments

\*\*\*NOTE: WITH THE ELIMINATION OF THE USA HOCKEY 12 U NATIONAL TOURNAMENTS IN THE 2012 – 2013 SEASON NYSAHA WILL ELIMINATE THE YOUTH 10 U STATE TOURNAMENTS DURING THE 2012 – 2013 SEASON

**Note: The goal posts shall not be anchored or pinned for any and all Youth 10 & Under and Girls 10 & Under and below games.**

(All stop time in minutes)

Class	Time of Periods 1,2,3	Time of OT (Championship Game Only)	Minor Penalties	Major Penalties	Misconduct
<b>Squirt</b>	12	6	1 ½	5	10
<b>PeeWee</b>	15	10	2	5	10
<b>Bantam</b>	16	10	2	5	10
<b>Midget</b>	17	10	2	5	10
<b>H.S. Club</b>	17	10	2	5	10
<b>Girls 12 &amp; Under</b>	12	6	1 ½	3	6
<b>Girls 14, &amp; 16 Under</b>	15	10	2	5	10
<b>Girls 19 &amp; Under</b>	15	10	2	5	10
<b>Junior “A”, “B” and above</b>	20	10	2	5	10
<b>Junior “C”</b>	17	10	2	5	10

## 13. Ice Resurfacing

The ice shall be resurfaced before the start of each game for the 10 & Under Youth, and the 12 & Under Girls tournaments. It shall also be resurfaced after the second period in the semi-finals and championship games for the above-named tournaments. The ice shall be resurfaced before the start of each game and after the second period in all games involving 12 & Under (PeeWee) and older Youth teams, and 14 and older girls teams. This pertains to all Pre-Sectional, Sectional and State Tournament games.

14. Uniform Colors

Unless otherwise agreed by teams and the Tournament Director, the home team shall wear light/white jerseys and the visiting team shall wear dark color jerseys in all games. If the home team in each game has not been established by the Tournament Chairperson, it shall be determined by the toss of a coin. The team traveling the furthest distance shall call.

15. Equipment

All players must conform with USA Hockey regulations.

16. Game And Rest Schedules

With the exception of holidays, game schedules shall not start before Friday, nor end later than Sunday afternoon. No game shall be scheduled to start after 9:00 P.M. on any night. Teams shall not be required to play more than two (2) games per day. There shall be a minimum of four (4) hours between games played on the same day, and twelve (12) hours on games played on consecutive days. Time is measured from the end of one game to the beginning of the next.

17. Forfeits

Any team that forfeits a game in any NYSAHA sanctioned tournament, forfeits all games in that tournament. Forfeits shall be deemed 1-0 victories for the non-offending team.

18. Coaches' Communication: For games leading up to and including State tournament games, the use of head phones or other similar devices to communicate to people on the players bench is prohibited unless the conferees are both carded coaches and are listed on the USA Hockey Player Roster Form.

19. The NYSAHA Tournament Director and, by his delegation, the Tournament Chairperson, shall have the authority to exclude and/or limit the presence at or the use of any artificial noise-making devices, except for those required to control the play of the game.

20. Tie Breaking Rules to Determine Standings Position For All

Youth,Girls/Women, and High School Club Pre-Sectional, Sectional and State Tournaments.

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tie-breaker establishes a position for one or more of the teams, each team is placed in the applicable position. Once a team is placed, the remaining teams shall start the tie-breaking process over again starting at step 1. a. If all teams tied have not played head to head against each other then go to B.

**The tie-breaker formulas are follows:**

A. *The results of the games played head to head between the teams tied* in the following order.

1. Standings-Most points.

2. Most wins.

3. Differential-Subtracting goals scored against from goals scored in these games, the positions being determined in the order of the greatest surplus. For Girls/Women's games only, the maximum goal differential is 8 goals.

4. Quotient-Dividing the goals scored in these games by the goals scored against, the position being determined in the order of the greatest quotient. A quotient involving dividing by zero (0) has a higher standing than a quotient from dividing by any other number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the team shall be ranked high to low in descending order of "goals for".

B. If after applying the formulas of A 1, 2, 3, or 4, the tie still exists, the results of all the games played by the teams tied in the following order:

a. Most wins.

b. Differential-Subtracting goals scored against from goals scored in these games, the positions being determined in the order of the greatest surplus.

c. Quotient-Dividing the goals scored in these games by the goals scored against, the position being determined in the order of the quotient. A quotient involving dividing by zero (0) has a higher standing than a quotient from dividing by any other number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the team shall be ranked high to low in descending order of "goals for".

d. Most periods won- In 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). Position shall be in the order of highest point total.

Note: The shootout procedures will be used to break a tie after #1 and #2 have been exhausted and a tie still exists to determine who will advance to the Semi-Final games or to the Championship game. No overtime periods shall be played in the regular Round Robin games. Overtime will only be played, if needed, in the Semi-Final and/or Championship games.

C. Semi-Final: If a game is tied following regulation play in the Semi-Final games, one 5 minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a three (3) minutes rest period. The teams will remain on the ice. The teams will not change ends. If the score is tied at the end of the 5 minute sudden death overtime period, there shall be a shoot-out. The winner of the shoot out will be credited with one additional goal in the final score.

D. Shoot-Out: When the overtime period is over and no one has scored a goal, the shoot-out procedure shall take place and shall be conducted as follows: A shoot out is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring a 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 winner of the coin toss will have the choice whether his/her team will shoot first or second. (The Captain of the team who traveled to farthest to the tournament site will call the coin toss). All goalkeepers

and players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out. However, any player whose penalty had not been completed when the overtime period ended or who receives a penalty during the shoot-out procedures is not eligible to be one of the players selected to participate in any portion of the shoot out procedure(s).

The shoot-out procedure shall begin with five 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 shoot-out, the shoot-out score is still tied, there will be a sudden death shoot-out.

#### **Sudden Death Shoot-Out:**

The sudden death shoot-out will be conducted as follows: A sudden death shoot-out is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shoot-out. Teams will select their shooters to participate in sudden death shootout, whether or not they shot in the previous round. All goalkeepers and players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out. However, any player whose penalty had not been completed when the overtime period ended or who receives a penalty during the shoot-out procedures is not eligible to be one of the players selected to participate in any portion of the shoot out procedure(s). Players in a sudden death shoot-out shall not be allowed to take another shot until four additional shooters have completed their attempts. 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.

E. Championship game: If a game is tied following regulation play in the Championship game, sudden death overtime period(s) shall be played until a Champion has been determined. At the completion of the third period, the tied teams shall receive a three (3) minute rest period. The teams will remain on the ice and will not change ends. The time of the overtime period will coincide with the chart set out in Section 11B, paragraph 11 of this Guide. Squirt – 6 minutes, Pee Wee, Bantam, Midget and High School Club – 10 minutes. The ice will be resurfaced after every 2 overtime periods.

Examples listed will be adjusted accordingly

#### **Examples of the Tie-Breaking Rules**

*To start a tie-Breaking process the teams tied must have the same number of points earned in the regular Round Robin games.*

#### ***Example #1:***

*This example has three teams tied, with four points each, by winning two of their three games played in the Round Robin portion of the tournament.*

*Team A, Team B and Team C are involved in this three-way tie.*

Each of the three teams had a total of four points acquired in their preliminary games.

Each team had two wins in their preliminary games.

Each of the three teams lost a game to one of the other teams, involved in the three-way tie, in their preliminary games.

Each team beat Team D in their preliminary games and each received two (2) points each for doing so.

1. **a. and b.** Each team had 2 points and one win in these games played Head to Head.

Team (A) beat Team (B) 7 to 4 thus earning 2 points for the win.                      2 points  
 Team (A) lost to Team (C) 2 to 3 thus earning zero points for the loss.              0 points  
**2 pts total**

Team (B) beat Team (C) 3 to 1 thus earning 2 points for the win.                      2 points  
 Team (B) lost to Team (A) 7 to 4 thus earning zero points for the loss.              0 points  
**2 pts total**

Team (C) beat team (A) 3 to 2 thus earning 2 points for the win.                      2 points  
 Team (C) lost to Team (B) 1 to 3 thus earning zero points for the loss.              0 points  
**2 pts total**

c. Differential-Subtracting goals scored against from goals scored in the above games.

<u>Goals for / Against:</u>		<u>Goals for/ Against:</u>		<u>Goals for</u>
<u>Against:</u>				
Team (A)-(B)	7	4	Team (B)-(A)	4 7
3	2			Team (C)-(A)
Team (A)-(C)	2	3	Team (B)-(C)	3 1
1	3			Team (C)-(B)
TOTALS: (A)	9 7	(B)	7 8	(C) 4 5

Team (A) has plus 9 goals and minus 7 goals to equal plus 2 goals for Team (A).  
 Team (B) has plus 7 goals and minus 8 goals to equal minus 1 goal for Team (B).

Team (C) has plus 4 goals and minus 5 goals to equal minus 1 goal for Team (C).

Team (A) with the plus two (2) goals is in first place after this step and is the winner of the Division. Because Teams (B) and (C) both have a minus one (1) goal differential you have to go back to Step 1 and start the process all over again but only between Team (B) and team (C) and only using the game played between teams (B) and (C).

In this example **team (B) would be placed second** because they earned two (2) Points in their Head to Head game against Team (C). Team (C) would finish

third and Team (D) would finish fourth.

**Note:** The scores of the games played against Team D **would not come** into the equations until you have exhausted all of the items in Step 1. If still tied after that you would go to step 2. and start the process over again using all of the game the teams played in the Round Robin.

**Example #2:**

Two teams, (A) and (D), are tied with four points each after the Round Robin games.

To break the tie you only use the one game the teams played **Head to Head** to break the tie.

In this example, the game the teams played Head to Head ended in a one to one tie.

**Step 1.**

a. Most Points-They both earned one point in the game because it ended in a tie.

b. Most wins -Zero for each team.

c. Differential-They both scored one goal so the neither team had a surplus or a minus.

d. Quotient-Dividing goals scored into goals against. They both come out at zero (0).

e. Most periods won-They earned three (3) points each because they both scored their only goal in the third period so they earned one point for each of the three periods.

f. Quickest first goal in the game. Team (A) scored at 10:10 of the third period. Team (D) scored at 5:15 of the third period. Therefore Team (A) is the winner of the tiebreaker because they scored first. (In this example the actual time on the clock was used, like it is supposed to be, under the new system of recording the time of goals for all tournament games).

**Note:** Had their game ended up in a zero (0) to zero (0) tie, using the same scenario as above and after going through all of the steps in Step 1., then they would have started the process all over again only this time they would use all of the games both teams played.

**21. Home Team For Championship Game**

The on-site Tournament Chairperson shall flip a coin to determine the home team for the championship game. The coach from the team that has traveled the farthest distance to the tournament site shall call the flip. The winner of the flip is the home team.

**22. Daylight Savings Time:**

On the Sunday that Daylight Savings time starts all games, both in the morning and in the afternoon/evening, shall automatically be scheduled to start ONE HOUR LATER than the times listed in the Guide Book.

**23. Combination Schedule for Midget Tier I 16 & Under and 18 & Under State tournaments.**

In order to schedule and play a full eight teams schedule at the Tier I Midget 16U and/or 18U classification at least two of the four Sections in the State must have at least four teams registered and another Section of the State must have at least one team registered in that classification.

Otherwise the two Classification will be combined into one eight teams, with two separate Divisions, schedule and made up of four teams at the 16U level and four teams at the 18U level.

If the Host Association qualifies a team to play in either of the tournament Divisions it will not get a "Host Team" seed in the other tournament Division. The Host Association will only receive a "Host Team" seed, in one of the tournaments Divisions, if both of the Host's teams fail to qualify for either tournament. When that happens the Host Association shall chose what team it will be and it shall be seeded as team "A" in the tournament Division it chose to play in.

EXAMPLE FOR GIRLS & WOMEN ONLY

<u>Team A2</u>	<u>Team B1</u>	<u>Team A + 2 points</u>	<u>Team C2</u>	<u>Team A5</u>	<u>Team C + 0 points</u>
Team A5	Team C2	Team A + 2 points	Team C4	Team B2	Team C + 2 points
Team A3	Team D7	Team A + 0 points	Team C5	Team D3	Team C + 2 points
		Team A + 4 points			Team C + 4 points

Team B1	Team A2	Team B + 0 points	Team D7	Team A3	Team D + 2 points
Team B2	Team C4	Team B + 0 points	Team D3	Team B2	Team D + 2 points
Team B2	Team D3	Team B + 0 points	Team D3	Team C5	Team D + 0 points
		Team B + 0 points			Team D + 4 points

These teams are tied with four points each after the round robin. They are A, C, + D.  
 Note: Use only the games played head to head by the teams tied for 1.a, 1.b & 1.c.

1.a	A vs C	A + 2 points	C vs A	C + 0 points	D vs A	D + 2 points
	A vs D	A + 0 points	C vs D	C + 2 points	D vs C	D + 0 points
		A + 2 points		C + 2 points		D + 2 points

1.b	A5	C2	C2	A5	D7	A3
	A3	D7	C5	D3	D3	C5
	8 for 9 against - 1		7 for 8 against - 1		10 for 8 against + 2	

Teams A & C are still tied at minus 1 goal each, therefore ALL three teams continue to 1.c.

1.c	Team A divide goals scored for (8) by goals scored against (9). 8 / 9
	Team C divide goals scored for (7) by goals scored against (8). 7 / 8
	Team D divide goals scored for (10) by goals scored against (8). 10 / 8

The tie has been broken simultaneously for all three teams tied and the order of finish is:  
 1<sup>st</sup> Place – Team D 1.250 quotient  
 2<sup>nd</sup> Place – Team A .888 quotient  
 3<sup>rd</sup> Place – Team C .875 quotient