



STATE TOURNAMENT GUIDELINES 2009-2010 SEASON



- ❑ Except as provided herein, the applicable rules of USA Hockey and the Connecticut Hockey Conference shall apply to all games played and other hockey activities conducted by teams competing in the CHC State Tournament.
- ❑ There is a limit of 4 coaches per bench. All coaches **MUST** be listed on the team roster and **MUST** have proper coaching credentials for respective level.
- ❑ **ALL** coaches must present proper credentials to the tournament director before the first game of the tournament and sign-in and pickup tournament information. Coaching certifications dated prior to 05/06 are not valid. Coaches must have their coaching card with them during the entire tournament. Coaches without credentials will **NOT** be allowed on the bench, no exceptions.

Mites (all programs)	Level 1
Squirts	Level 2
Pee Wees	Level 3
Bantams	Level 3

- ❑ We encourage each team to assign a person to work the penalty box. This person need not be a rostered coach or manager. Remember that this individual **CANNOT** coach from the penalty box and must remain impartial at all times.
- ❑ All Tier 2 and Tier 3A Teams must present complete credential books to the tournament director prior to the start of the tournament.
- ❑ All Tier 3B and Tier 4 teams must bring Team Books which include the Consent to Treat and Participant Code of Conduct for each player and coach, as well as copies of their officially signed team rosters, with all players and coaches listed. Team Books to the tournament director prior to the start of their first game. Players not listed on the roster will not be allowed to participate in the tournament.
- ❑ All teams must present to the tournament director, before the first tournament game, five sets of 3 team stickers to be used on the game sheets. The labels must contain the team name, all the players and their respective numbers (with “G” listed to the right of all goalies’ names) and all coaches and their USA Hockey Certification Level, Number, and date.
- ❑ Home team for Tier 1, 2 & 3 round robin games will be determined by highest initial seeding. Tier 2 Semifinal and Final home teams will be determined by highest initial seeding. Tier 3 Semifinal and Final home teams will be determined by highest initial seeding. Tier 4 round robin home teams will be decided by highest initial seeding, the highest round-robin points winners will be home team in crossover round, and the championship game home team will be determined by coin toss.



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- ❑ Team designated as “Home” team shall wear light colored jerseys and “Visitor” team shall wear dark colored jerseys. If a team’s light and dark jerseys are not, in the judgment of the tournament director, sufficiently distinguishable from each other, the tournament director may direct either team to change jerseys or secure pullovers. Further, if a team has only one color of jersey, it shall be the responsibility of that team to meet with its opponent's coach at least one (1) hour prior to game time, to determine jersey colors for the pending game.
- ❑ All teams must be ready to play 15 minutes prior to the scheduled start time of all games
- ❑ The format for breaking a tie will be explained **ONLY** to coaches from the teams involved in the tie.
- ❑ Time outs will NOT be allowed during pool play. One time out per team per game will be allowed (1 minute duration) for Quarterfinal, Semifinal and Final Games. There will be no time outs during overtime play.
- ❑ There will be no overtime play, except for the quarterfinals, semifinals and finals. There will be a maximum of two (2) sudden death overtime periods followed by a 5-player per team shoot out. If a winner is not determined after one round of shootout 5 different players will be selected and the shootout will continued with groups of 5 until a winner is declared by the Tournament Director. No player may participate twice until all skaters on the roster have participated once, no sudden death. The Tournament Director has the option to eliminate the 2nd Overtime Period, if time does not allow.
- ❑ Noisemakers of any kind are not allowed during tournament play.
- ❑ There will be no game cancellation due to weather unless State Highways or the Rinks are closed. All teams must be prepared to play regardless of weather. Failure to play will result in forfeit of game.
- ❑ There will be no curfew rule, all games will play full length periods to completion. If in Tier 4 a goal differential of greater than 6 goals exists in the third period the tournament director may run time if there are ice time concerns.
- ❑ Only Coaches participating in the tournament play can represent their respective teams in communication with the Tournament Director.
- ❑ The local tournament director will have the final decision on **ALL** matters relating to the tournament.
- ❑ USA Hockey Zero Tolerance Policy will be strictly enforced

	<u>Length of Periods</u>		<u>Penalties</u>			
	<u>1, 2, & 3</u>	<u>Overtime</u>	<u>Minor</u>	<u>Major</u>	<u>Misconduct</u>	
Mite	12	6	1	3	5	Minutes
Squirt	12	6	1	3	5	Minutes
PeeWee	15	10	2	5	10	Minutes
Bantam	16	10	2	5	10	Minutes

Note: All penalties will be stop time.



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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 tie-breaking 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 tie-breaking 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 tie breaking process having defeated another of the tied teams and still not advance)*

1. The results of the head-to-head games played **between the tied teams** in the following order:
 - a. Standings — Most points.
 - b. Most 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.”
 - e. 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.
 - f. Quickest first goal — The team that scored the quickest goal in their applicable preliminary round games shall be ranked highest.
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.
 - a. Most 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.
- 4.

Note: Forfeits - If a team forfeits any of its games, and becomes involved in any tiebreaking 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 for the non-offending team.