



STATE TOURNAMENT GUIDELINES 2010-2011 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 Tournaments.
- ❑ 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 07/08 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 teams must bring copies of their Cybersport coaching verification forms and officially signed team rosters, with all players and coaches listed, to the tournament. Rosters must be presented to the tournament director before the first tournament 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, 5-sets of three, 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 ranking. Tier 2 Quarterfinal & Semifinal home teams will be determined by highest quarterfinal seeding, final game home team will be determine by highest initial seeding. Tier 3 Semifinal and Final home teams will be determined by highest initial seeding, if teams have the same initial seeding coin toss will determine home team. Tier 4 round robin home teams will be decided by highest initial seeding, “winners” will be home team in crossover round, 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 cancellations 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



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	<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.