



## Clifton Park Youth Hockey Association

### Veteran's Day Power Play Tournament

November 10-13, 2022

The following rules are subject to amendment by the Tournament Director at any time prior to the start of the tournament. In the event of a change is made a complete and updated set of rules will be sent to each team contact.

### Tournament Format

The tournament consists of two rounds: 1) Preliminary round and 2) Playoff round. Teams will be seeded following the Preliminary round. For each of the divisions the Playoff round will consist of a consolation game between the 3<sup>rd</sup> and 4<sup>th</sup> place teams. There will be a Championship game between 1<sup>st</sup> and 2<sup>nd</sup> place seeds.

### Game Play

USA Hockey rules will govern all play unless noted herein.

#### **Length of periods for each division is as follows:**

16U Girls – 15 minutes

14U Girls – 15 minutes

12U Girls – 15 minutes

10U Girls – 12 minutes

*\*\* One 30 second timeout per team per game*

#### **Penalties:**

16U – 1:30 minor penalties

14U – 1:30 minor penalties

12U – 1:30 minor penalties

10U – 1:00 minor penalties

**Local Teams** - Local teams may be asked to play games Thursday evening to accommodate the schedule, depending on the number of teams participating across divisions.

**Game time** - Due to ice availability, all games must end at the time published in the most recent official schedule. If a game may potentially end after the published end time (e.g., when the total number of minutes left in the game equals or exceeds the amount of time left until the game is scheduled to end) the game may be played with running time. Tournament officials may waive the requirement to end a game on time and may change beginning and ending times at their discretion. In case of games ending early, teams must be prepared to start 15 minutes prior to game time.

**Team Bench** - Only players in uniform and team officials shall be permitted to occupy the player's bench area during a game.

**Entering the Ice** - No player is allowed on the ice surface until the game officials have entered. Any team entering the ice surface prior to the officials will be automatically assessed an Unsportsmanlike Conduct minor penalty. This penalty will commence at the start of the game.

**Warm-ups** - There will be a 3 minute warm-up session prior to the start of the first period beginning after the game officials enter the rink. The timekeeper will signal the end of the warm-up period by sounding the buzzer. Teams not ready will forfeit their warm-up time.

**Mercy Rule** - The mercy rule shall be in effect for all tournament games. If at the start of the 3<sup>rd</sup> period or at any time during the 3<sup>rd</sup> period either team is ahead by 5 goals or more, the clock will commence with running time and revert back to stop time only if the goal differential is reduced to 3 goals or less. The maximum goal differential for any game shall be six (6).

**Overtime** - PLAYOFF ROUND ONLY. PRELIMINARY GAMES MAY END IN A TIE.

In the event of a tie score at the end of regulation play in a playoff game, the following procedure will be followed to determine a victor:

1. One 5 minute sudden death overtime period (4 on 4).
2. 3 man shootout-each player only shoots once and most goals win (Home team chooses whether to go first or second).
3. Sudden-death shootout-no player may shoot twice unless all players excluding goalies on his/her team have shot.

## Seeding

Teams will be seeded using the following point system:

Each game in the Preliminary round will be scored utilizing a 5 point system. The victor of each period, as determined by the goal differential in that period, will be awarded one point. In the event of a tie in a period (net zero goal differential) each team will be awarded one-half point.

The winning team for the game will be awarded an additional two points. In the case of a tie game at the end of regulation play, each team will be awarded one point.

If teams are tied in the standings, the following tie breakers will apply (in order):

1. Head to Head.
2. Goal Differential-Goals for minus goals against in all games played. (Maximum goal differential of 6 goals per game.)
3. Fewest goals allowed in all games played.
4. Fewest total penalty minutes in all games played.
5. Period points (won by each team)
  - a. 2 points for each period won
  - b. 1 point for each period tied
  - c. 1 additional point for each shutout in a period
6. Coin Toss

If there are any issues or concerns, please direct them to the Tournament Director:

Kelly Allard

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