



Major Midget Tier II State Tournament

Hosted by Maine Moose
PO Box 422
Hallowell, Me 04347

Contact person- Ben Gray- ben@mainemoosehockey.com 207-629-7405
State Tier II Director- David Weatherbie- travel@meaha.com 207-831-5457
State Tier II VP- Mike Keaney- vp1@meaha.com 207-240-9710
State Tournament Director- Jeff Thompson- admin@meaha.com 207-659-3774

Tournament Fee for Midget Majors \$1,225 paid to Maine Moose
Checks Must be received before the Tournament either by Mail or brought with the team-
YOU MUST CONTACT the host to let them know what you are doing.

Tournament Game Schedules All At The Bank of Maine Ice Vault

Pool A- Casco Bay- Biddeford- Pirates

Pool B- Moose- Gladiators - Freeze

Sunday, November 04, 2012	4:30 PM to 6:00 PM	Pirates vs. Moose
Sunday, November 04, 2012	6:10 PM to 7:40 PM	Casco Bay vs. Gladiators
Sunday, November 04, 2012	7:50 PM to 9:20 PM	Freeze vs. Biddeford

Saturday, November 10, 2012	8:00 AM to 9:30 AM	Moose vs. Biddeford
Saturday, November 10, 2012	9:40 AM to 11:10 AM	Casco Bay vs. Freeze
Saturday, November 10, 2012	11:20 AM to 12:50 PM	Pirates vs. Gladiators
Saturday, November 10, 2012	5:30 PM to 7:00 PM	Biddeford vs. Gladiators
Saturday, November 10, 2012	7:10 PM to 8:40 PM	Casco Bay vs. Moose
Saturday, November 10, 2012	8:50 PM to 10:20 PM	Pirates vs. Freeze

Reseed

Semi-Finals

Sunday, November 11, 2012	10:10 AM	1 vs. 4
Sunday, November 11, 2012	11:50 AM	2 vs. 3

Finals

Sunday, November 11, 2012	4:20 PM	Winners of Semi-Finals
---------------------------	---------	------------------------

Credentials

Bring your Books with you! Team credentialing will be done over the week between November 4 & 10th, Books will be returned on November 10th. ALL DOCUMENTS BELOW MUST BE included in a 3 ring Binder.

1. Two (2)- Rosters
1-Team Signed Roster (Signed by the State Registrar- all games will count based on State Registrar's date).
2-Update roster printed by programs Registrar with update Coaches Info, Player's Info
2. (2) Two Verification Credential Sheets- One blank – one filled by team- BOTH must be printed by programs' Registrar- IN Alphabetical ORDER.
3. Coaches- Consent to treat form, Code of Conduct form, in Alphabetical Order- If coach has updated any CEP info- include copies of their documents of completion.
4. Players- Consent to Treat form, Code of Conduct Form, Birth Certificates if not verify pervious (check with your Registrar), in Alphabetical Order
5. All Games Sheets that are USA Hockey sanctioned- in Order of date Oldest to newest. Sanctioned game score sheet to verify compliance with the 10/16 (Youth) before the State Tournament to be eligible to Nationals.

Non US Citizen eligibility forms including written transfer form signed by USA Hockey and documentation proving how this player(s) is in the country legally should be included in books.

Make Sure you have Game Sheet Labels (5 games worth – 3 per game= 15 total)

Tournament Rules

Round Robin

Play will have 2 periods of 22-1/2 minutes, with an Ice Make between Periods. These games are curfew to one hour 30 minutes (90 minutes) and to the rink manager and referee decision on time management.

Resurfacing Ice will be done at the beginning of all games.

Round Robin play will not have Overtimes or Time Outs.

After Round Robin play, all teams will be re-seeded 1 through 6 and the top four (4) teams will continue play in Semi-Finals as per schedule.

Round Robin Tie Breakers Procedures:

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.

Semi- Finals and Championships

Periods will be 22-1/2 minutes and Resurfacing will remain as round robin play. Each team will receive one time out in the regulation periods and one within the overtime (s), not per OT.

If tied at end of semi-final,

1. There will be a 3 minute break; teams will remain at the same ends as the 2nd period, teams will play a 10 minute sudden death period.
2. If teams are still tied after 1st OT, ice surface will be done and teams will play a 10 min. sudden death period.
3. If teams are still tied after 2nd OT, teams will receive a 3 minute break and play a 3rd overtime 10 minute period.
4. If teams are still tied after 3rd overtime, repeat 2 and 3 until a team wins.

Penalties

Minors – 2:00

Majors- 5:00

Misconducts- 10:00