

2017 Buckeye Cup
USA Hockey High School
State Championship Rules
Adopted 9-6-2016

1) NEW PROPOSED RULES

New proposed rules will be submitted no later than 9/1 and have the vote completed no later than 9/30.

2) MEMBERS AND SEQUENCE OF TOURNAMENT

- A) The 3 leagues participating in the Buckeye Cup are the Cincinnati High School Hockey League, The Greater Columbus High School Club Hockey League, and the Cleveland Suburban Hockey League.
- B) Each city in the league will host the tournament in rotation. In the event of a new league being added, the new league would be eligible to host after all current leagues have hosted an equal amount of Buckeye Cup Championship Tournaments. Should a city be unable to host at the date specified (see Date & Time), the next city in rotation would become eligible to host. The hosting city will file the appropriate forms to ensure the Buckeye Cup is a USA Hockey-sanctioned event.
- C) The Buckeye Cup shall occur the third weekend after Presidents' Day.

3) GAME BRACKET

There will be a 3 game preliminary round with each team playing the other 3 teams in its pool. The pools will consist of the following seeds from www.myhockeyrankings.com:

Pool A: 1, 6, 7, 12
Pool B: 2, 5, 8, 11
Pool C: 3, 4, 9, 10

4) BUDGETING

- A.) The hosting league will provide each city representative an itemized budget to include the cost of the ice, trainer, security, trophy, referee, or any other miscellaneous items for the upcoming Buckeye Cup no later than 11/1.
- B.) Failure to provide a budget by deadline will result in a fine of \$100 for every 5 days it is late.
- C.) A fine assessed to the hosting league for failure to provide the budget by the deadline will be paid by the hosting league to the upcoming Buckeye Cup's hosting league when the fees are due for the upcoming Buckeye Cup
- D.) All three leagues must acknowledge this fine in writing.

5) DUE DATE FOR BUCKEYE CUP FEES

- A.) Each league will be responsible for \$1,500 deposit payable to the Buckeye Cup's hosting league by 2/15.
- B.) Accompanying the \$1,500 deposit will be a written statement that a league accepts responsibility that the teams it is sending to the Buckeye Cup are deemed eligible.

C.) The balance of the Buckeye Cup fees for a league's participating teams is due to the Buckeye Cup's hosting league by the Friday prior to the start of the Buckeye Cup (i.e., one week before the start of the Buckeye Cup).

D.) Failure to send in any of the above noted Buckeye Cup payments will result in a 10% fine of the amount due. This fine will be applied toward the next year's Buckeye Cup and will be held by the offending league until the next year's Buckeye Cup fees are due.

6) REFUND POLICY

A.) Once a team has accepted the invitation to attend the Buckeye Cup and paid the entry fee, there will be no refunds unless the tournament is cancelled.

B.) A team found ineligible after the start of the Buckeye Cup will not be eligible for a refund for any reason.

7) GAME PLAY FORMAT

Pool Play round 1: Friday night.

Pool Play round 2: Saturday morning.

Pool Play round 3: Saturday late afternoon. The round 3 games shall be 1 v 6, 2 v 5, and 3 v 4.

The winner of each Pool and the next best team by points advance to the Semi-Finals.

Semi-Finals: Sunday morning. The 4 semifinalists shall be ranked by points obtained in the preliminary round and the top ranked team shall play the 4th ranked team and the 2nd ranked team shall play the 3rd ranked team.

Championship: Sunday afternoon.

The Buckeye Cup Tournament is an advancing tournament to the USA Hockey High School National Championship, and will follow the game play format used by USA Hockey, which can be found at: <http://nationals.usahockey.com/guidebook>.

GATE CHARGE

No gate charge for admission to any Buckeye Cup Tournament games.

8) USE OF RINKS & HOTELS

A maximum of 3 facilities may be utilized with a driving distance no further than 20 minutes from the farthest hotel recommended. Hosting city will provide a list of suggested hotels.

9) OFFICIALS & SUPPLIES

The hosting city will include two (2) officials per game, scorekeeper, timekeeper, and warm-up/game pucks. Each team will provide its own penalty box personnel. A faxed confirmation or email confirming officials will provide proof of scheduling.

10) SECURITY & TRAINER

Each hosting city will provide a security guard and certified medical personnel for each Buckeye Cup game. In the event that a facility is used which contains two (2) rinks, a single security guard and a single certified medical personnel may be used while two games are being played at the same time. A faxed confirmation or email confirming each will provide proof of scheduling of security and trainer.

11) LOCKER ROOMS

Each team is responsible for any damage that may occur by any of their members to any locker room facility that is used by that team during the Buckeye Cup. Please make sure that a responsible adult is in the locker room at all times for player supervision. The Tournament Committee requests that team coaches, managers, and players cooperate in keeping the locker room clean, orderly and in good condition. Please see that all debris, tape, can, wrappers, etc. are placed in the proper receptacles before leaving the locker room. Car keys will be required to obtain locker room keys prior to each game and returned once locker rooms have been inspected to assure no damage has been done.

12) TROPHIES REQUIRED

A team trophy will be awarded to the winner & runner-up teams. In addition, individual awards are to be given to each player on the winner & runner-up placed teams. Cities may do more if they choose.

13) ROSTERS

- A.) Teams eligible to participate in the Buckeye Cup shall send a copy of their stamped and approved USA Hockey rosters dated no later than 12/31 to the hosting city league director postmarked no later than 2/15.
- B.) The name and jersey number of each player eligible to participate in the Buckeye Cup shall have his/her name listed on his/her league website no later than 1/10. These players will be listed by team.
- C.) A player not listed on his/her league website by 1/10 will be ineligible to participate in the Buckeye Cup.

14) TEAM AND PLAYER QUALIFICATION AND ELIGIBILITY

The Buckeye Cup will have 12 participating teams. 6 teams will earn automatic bids, 2 each from the member leagues, and 6 teams will receive at-large bids.

Automatic Bids (6). 2 teams as determined by each city league will qualify to participate in the Buckeye Cup. If a team is unable to attend the Buckeye Cup for any reason prior to the start of the Buckeye Cup, the team's league will replace that team. If a league is unable to provide a replacement, the next highest ranked unselected team from www.myhockeyrankings.com will be offered the open slot.

At-Large Bids (6). The 6 at-large teams will be selected from the www.myhockeyrankings.com website, using the Ohio-OH USA Hockey Listings posted on the 3rd Tuesday of February or the rankings posted closest to that date. The top 6 ranked teams not already receiving an automatic bid per their league rules will qualify as at-large teams, subject to the next paragraph.

Non-League Teams. If an Ohio registered team that is not a member of the 3 member leagues desires to participate in the Buckeye Cup, it must:

- Apply to the Mid-Am District by Dec 1st prior to the National Tournament (see procedure on the Mid-Am website www.midamhockey.com)
- Be ranked at www.myhockeyrankings.com and
- Agree in writing to comply with these Buckeye Cup Rules.

A non-league team that meets these 3 requirements in a timely fashion and is one of the top 6 ranked teams not already receiving an automatic bid will be invited to participate in the Buckeye Cup.

Eligibility:

- A. Any player and/or team that are eligible for an OHSAA playoff are ineligible.
- B. Eighth graders are ineligible.
- C. No double rostering of current season Junior players is permitted.
- D. No double rostering of current season Tier I players is permitted.
- E. Double rostering of Bantam freshman players is permitted
- F. Internal double rostering between an organization's varsity and junior varsity teams is permitted. (Only grades 9-12 are permitted.)
- G. A player must participate in 50% of his/her team's league games that season in order to participate in the Buckeye Cup.
 - 1.) If a player begins participation on a team late in the season, then 50% of those league games would begin after his/her start date with the team.
 - 2.) If a player is unable to participate on a team due to medical reasons validated by a physician, then 50% of his/her league games would include only those games he/she was medically cleared for or those prior to the medical reason excusing the player from participation.
- H.) Unlimited double rostering of Tier II and pre-post players is permitted.
- I.) Teams comprised of more than 50% out-of-state players are ineligible.
- J.) A challenge of player eligibility may be brought to the hosting city director by any head coach or manager of a team entered in the Buckeye Cup. The only proof accepted to prove an ineligible player will be a player's name on another team's scoresheet or stat sheet.
- K.) Teams **MUST** be registered through USA Hockey as a High School team, not Midget, and should be registered as division 2 (combined).

15) GAME JERSEY

- A.) All players of a team shall be dressed uniformly per USA Hockey Rule 203(d) with matching jerseys and socks. (the referee of that game will decide all challenges regarding matching jerseys or socks.)
- B.) The team seeded highest will be the Home Team and wear their light-colored jersey.
- C.) If a team has only one set of jerseys, notice prior to the Buckeye Cup must be given so that opponents can attempt to accommodate.

16) GAME PLAYING TIME

Every game will consist of a 5 (five) minute warm-up, three (3) seventeen-minute periods, and one (1) ice cut between the second and third periods. The intermission that has no ice cut will be 2 (two) minutes in length. All games will be played in full with no curfew games. Games can start up to 20 minutes early. The National Anthem and introduction will only be required in the championship game; cities may do more if they choose. Games will be scheduled with a minimum four (4) hour break from the end of one game to the start of the team's next game. It is recommended the semi-final games Sunday morning not start before 9:30 AM.

17) POINTS

During the preliminary rounds, each team will be awarded three points for a win in regulation, two points for a win in overtime or shootout, one point for a loss in overtime or shootout and zero points for a loss in regulation.

18) TIME OUTS

One (1) time out per team will be allowed in all games. Time outs will be one (1) minute in length.

19) RUNNING TIME, MERCY RULE & MAX GOAL DIFFERENTIAL (7/10/7)

- A) In the event a team is winning by 7 goals at any time in the game, the clock will go to running time. The clock will not go back to stop-time, even if the goal difference is reduced to below 7. The only reason to stop the clock during running time is an injury. No time outs will be allowed during running time.
- B) The game will end at any time during the game if the goal difference reaches 10.
- C) The maximum goal differential to be used in any tiebreaker is 7.

20) PENALTIES FOR INELIGIBLE TEAMS/PLAYERS/COACHES

Teams not following Rule 14. ELIGIBILITY RULES (above) will forfeit eligibility to the Buckeye Cup.

In the event a player or team is found ineligible,

- A.) The team on which the ineligible player played is removed for the remainder of the Buckeye Cup.
- B.) A team will receive only the points it earned in a game if its opponent was found ineligible.
- C.) The ineligible team's league is assessed with a \$500 fine payable to next year's Buckeye Cup.
- D.) The ineligible team's league will hold the \$500 until fees are due for the next year's Buckeye Cup, upon which time the team's league will then pay the fine to the hosting league.
- E.) All three cities must acknowledge this fine in writing.
- F.) It is up to the ineligible team's league to collect the \$500 fine from the team.
- G.) A team found ineligible may appeal the \$500 fine
- H.) The appeal must be made in writing within 10 days of the decision.

- I.) An appeal fee of \$100 must accompany the appeal.
- J.) The appeal fee is refunded only if the appeal is won.
- K.) If appeal is not won, appeal fee will be applied to next year's Buckeye Cup funds.
- L.) In the case where the appeal is not won, the league of the team that appealed will hold the \$100 appeal fee until the fees for the upcoming Buckeye Cup are due, upon which the league will pay the fee to the hosting league.
- M.) An appeal board will consist of the original representatives from each city plus an additional two members from each league. The additional two members from each league will be from teams that are not involved in the original decision (the team that made the challenge of ineligibility and the team that was ineligible). Therefore, the appeal board will consist of a total of three members from each league, equaling nine members on the appeal board.
- N.) Any fines/fees paid toward the upcoming Buckeye Cup will result in a decrease in the total amount of the Buckeye Cup budget by those respective amounts.
- O.) When a team is found ineligible while the Buckeye Cup is in progress, it will be replaced by the hosting league's next available team.
- P.) The replacement team for an ineligible team will participate in the remainder of the Buckeye Cup at no charge and can advance just like any of the other participating teams.

21) TIE BREAKER AFTER THREE GAMES

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 or teams are placed, the remaining tied teams shall start the tie breaking process 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.*

The tie-breaker formulas are as follows:

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 (whether in regulation, overtime and shootout).
 - c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus. The maximum goal differential in any game is 7.
 - d. Quotient — Dividing the goals scored in these games (maximum of 7 goals higher than opponent per game) 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 tie breaker 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 (whether in regulation, overtime and shootout).
- b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus. The maximum goal differential in any game is 7.
- c. Quotient — Dividing the goals scored in these games (maximum of 7 goals higher than opponent per game) 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.

***Note:** If a team forfeits any of its games, and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and games are recorded as 1-0 victories for the non-offending team.*

22) TIE GAMES

A. Overtime.

Preliminary Round games will utilize one (1) 5-minute sudden death overtime period, then proceed to a shootout if a winner has not been determined. Semifinal and championship games will utilize 17-minute sudden death overtime periods until a winner is determined. Teams shall switch ends at the end of the third period and each overtime period.

B. Shootout

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the 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.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout 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 shootout, the shootout score is still tied, there will be a sudden death shootout.

C. Sudden Death Shootout

The sudden death shootout will be conducted as follows:

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

D. Point Credited

A team winning a shootout shall be credited with one additional goal.

23) SEMI-FINAL AND CHAMPIONSHIP TIE GAME

1. The game shall be continued to determine a winner.
2. At the completion of the third period, there shall be a two (2) minute rest period before the start of the first overtime session.
3. All overtimes shall be seventeen (17) minutes in length and sudden death. Teams shall switch ends at the end of the 3rd period and each overtime period.
4. If the teams are still tied at the completion of the first overtime, the teams shall leave the ice and the ice shall be resurfaced. A second overtime period shall begin immediately following the ice resurfacing.
5. Following the second overtime, there shall be a two (2) minute rest period prior to the start of the third overtime session.
6. If the teams remain tied at the completion of the third overtime period, the teams shall leave the ice and the ice shall be resurfaced.
7. Thereafter, the foregoing process in items 1-6 shall be repeated until such time as a winner is determined.

24) TOURNAMENT MANAGEMENT. The tournament management is made up of one representative from each of the leagues. The management reserves the right to make decisions, interpret rules, and make adjustments to the tournament format as they deem necessary. The decision of the tournament management is final.

25) USA HOCKEY NATIONAL TOURNAMENT. The champion of the Buckeye Cup will be the Ohio representative to the USA Hockey High School National Championship Division 2 (the Tournament). The 3 Leagues strongly recommend the champion attend the Tournament.

However, if the champion chooses not to participate, the Ohio slot will be offered to the remaining Buckeye Cup teams in the following order: a) the other finalist, b) the semi-finalist with the most points, c) the other semi-finalist, d) the remaining teams in the order of points. If USA Hockey offers additional slots in the Tournament, the order will be the same as above.

26) **INTERPRETATION.** If any rule herein is ambiguous, the tournament management shall look to the USA Hockey National Tournament Guidebook for guidance.