



# MAHA 8U STATE HALF-ICE TOURNAMENT RULES

*Updated February 18, 2018*

## General Rules

All teams are guaranteed a minimum of four (4) games.

1. All players must be USA Hockey registered.
2. All players, including goalkeepers are required to wear a facemask certified by HECC, plus any chin protection that accompanies the facemask.
3. All players on the players' and the penalty bench must wear the protective helmet/facemask while in the bench area.
4. At the conclusion of each game there is only a **three minute** break to get the players on & off the ice so it's important that your team is ready to enter the ice at the conclusion of the previous game.
5. USA Hockey's Zero Tolerance Rules will be strictly enforced. Arena and/or Tournament staff reserves the right to remove from the tournament and premises any players, coaches and or spectators who violate USA Hockey Zero Tolerance policies. (xx thru xxi 2017-2021 Official Rules of Ice Hockey).
6. A maximum **two (2)** parents/coaches per team is allowed on the ice during each game. All other parents must confine their spectating activities to the stands.

## Playing Rules

Players and Coaches that are not playing are to be on the player bench. The rink benches will be shared by two teams and in addition chairs will be set up outside of the rink surface entrance door and the Referee entrance door, which can be utilized as a player bench.

1. Games will be governed by **USA Hockey 2017-21** rules unless specifically addressed in the following rules.
2. The games will played with **four (4)** skaters and **one (1)** goalie half ( $\frac{1}{2}$ ) ice using intermediate nets. At the conclusion of the game there will be a **three minute break** to get the players on & off the ice. The games will begin at the published times without exception so be sure to have players ready to begin the game so that their first shift is not shorten as the game will begin on time.
3. Each game will consist three **(9) nine minute** running clock periods.
  - One (1) minute warm-up
  - One (1) minute between periods
  - All Players changes will happen at the sound of the horn
    - One minute thirty seconds (1:30) shifts with a buzzer sounding for changes
      - Time continues to run during shift changes
  - No time outs are allowed in Round Robin, Quarter Final, Semi-Final or Championship games.

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4. Referees will drop the puck at the midpoint between the two nets and will not be concerned about how the teams are lined up for the faceoff:
  - Beginning of the game.
  - Start of each period
  - After each goal
  - After a major injury stoppage
5. The clock will only stop for a major injury. If this occurs then both games must stop play until clock is restarted.
6. There are no off sides, icing and no illegal clearing calls.
7. **NO SLAP SHOTS or BODY CHECKING ALLOWED, ONLY BODY CONTACT.**
  - A “**slap shot**” is defined as any shot during which the shooting player’s wind-up brings the stick blade above the height of the shooting player’s waist.
  - A “**body check**” is when a player uses his/her hip, shoulder or body intentionally for the sole purpose of separating the opponent from the puck.
  - “**Body contact**” is legal and is the contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off of the puck.
8. Penalties will result in a penalty shot
  - Any player receiving a major penalty or more severe penalty will result in a penalty shot for the other team and the removal of that player from the game and that player will not be allowed to play in any more tournament games unless permission is granted from the Tournament Director or his/her designee.
9. Points will be awarded as follows: 2 points for a win, 1 point for a tie, no points for a loss. All round robin games can end in a tie. Overtimes will only be played in the quarterfinal, semifinal and Championship games.
10. Tie Breaker Rules
  - Head to Head.
  - Number of Wins
  - Least Number of Goals allowed between tied teams.
  - Goal differential Goals for minus Goals Against
  - Periods Won / Lost for all Games between tied teams.
  - Coin Toss.
11. In the case of multiple teams being tied, the tiebreaker rules will apply to determine first place. Once first place has been determined then the tiebreaker rule will begin over to determine second place and so forth.
12. Maximum Differential Rule: For tie breaking calculations, a team will be awarded a maximum of +8 goals for (differential) per game no matter how great (greater than 8) the differential may be. Also, a team will be charged a maximum of –8 goals “against” (differential) per game no matter how great (greater than 8) the differential may be.
13. Quarter Final, Semi Final and Championship Round Tie Breaker: At the end of Regulation time the score is tied there will be a three (3) minute sudden death overtime period and will be played three (3) on three (3). If the score still remains tied after the overtime period then there will be a best of 3 shoot-out. If after the best of 3 shoot-out, the score is still tied, the shoot-out will continue until one-team scores and the other does not. Coaches will determine the order of the shooters on their team, and no player can be used twice until all shooters have shot one time. Teams will alternate shots and the Home team gets to decide who shoots first.