

# Welcome to Woodstock!

Welcome to all hockey players, coaches, parents and supporters! Woodstock Youth Hockey is proud to be hosting our **7th** annual Pot O' Gold Invitational. Have a great time on the green ice and come back and see us soon. Please be aware that when traveling through Woodstock the speed limit is 25 mph in the village and 35 mph in the town. This also applies for Bridgewater (the town west of Woodstock on Route 4). *Speed limits are STRICTLY enforced.*



Tournament Director

Katie Macko

[potogoldinvitational@gmail.com](mailto:potogoldinvitational@gmail.com)



## Union Arena

80 Amsden Way 394  
Woodstock, VT 05091  
802-457-2500

## James Campion Rink

North Main Street 45  
West Lebanon, NH 037844  
603-643-1222

## Barwood Arena

Highland Ave  
White River Junction, VT 05001  
802-295-5036

## General Tournament Rules and Arena Information

1. Team is responsible to make sure roster is correct on the tournament website link
2. Only players on previously submitted rosters are eligible to play, unless specifically approved by the Tournament Director
3. Players may only play for one team, unless otherwise approved by the Tournament Director
4. Uniforms
  - a) Designated **Home** will wear **white jerseys** and matching white socks
  - b) Designated **Guest** will wear **dark jerseys** and matching dark socks
  - c) If a team has only one color, it is their responsibility to notify the Tournament Director immediately
5. Warm-ups
  - a) Teams will have 2:30 minutes for warm-ups
  - b) Host rinks will provide all warm-up pucks for all games
  - c) Clock will start when Zamboni gate closes
6. Games
  - a) The online schedule is the official schedule for all games and times
  - b) Games will start promptly
  - c) If the tournament is ahead of schedule, teams must be prepared to go on the ice for warm-ups up to 15 minutes prior to scheduled start
  - d) Warm-ups and games will start regardless of a team being ready
  - e) Should a team have less than four players ready for the face-off they will be assessed a Delay of Game minor penalty
7. Rink Regulations
  - a) Observe signs regarding entrance to certain areas. Families, fans, and other guests must not enter areas set aside for the teams and rink personnel.
  - b) Only players and official team personnel are permitted in Team Room areas in all rinks
  - c) At no time may a spectator, coach, or player enter the Referees Room
  - d) Woodstock requests that no outside food is brought inside the buildings
  - e) Profane language will not be tolerated and may cause ejection from the rink

*All games will be scored online. You can follow all games and tournament statistics at*  
**[www.woodstockyouthhockey.org](http://www.woodstockyouthhockey.org)**

*Click on the Tournament Logo!*

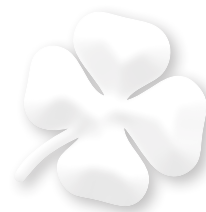
*Look for more information about the event under Tournaments/2018 Pot o Gold*

### Point System

- 2 points for a win in regulation
- 1 point for a tie
- 0 points for a loss

### Period Times

- All games will be three (12) twelve minute stop time periods
- Ice will be made after every game
- USA Hockey rules govern play
- Minor penalties will be 1:30
- No time outs are permitted in round robin play, but are allowed for Sunday playoff games
- Five goal differential in the third period will cause the clock to run for the duration, regardless of scoring
- Referees may stop the clock for injuries or another reason at their discretion
- Ejected players or coaches may not return to the team bench or locker room areas and may be asked to leave the arena



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### TOURNAMENT OFFICIALS RESERVE THE RIGHT TO CHANGE OR ADAPT TOURNAMENT RULES AT ANY TIME

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### Seeding for Championship Sunday

Total points after round robin play will determine standings. Should teams remain tied; the following steps will be used: For a tie with three or more teams, proceed through the following steps until one team is eliminated, then return to Step A for remaining teams.

- Standings-most points
- Head-to-head results (if applicable)
- Most Wins
- Highest goal differential (goals for/goals against) –maximum allowed per game is six (Goals scored above 6 goal differential will not be counted or credited)
- Lowest goals against
- Fewest penalty minutes
- Most periods won
- Quickest first goal

If any teams remain tied, Tournament Director will flip a coin to determine higher seed or use another appropriate method

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### ***Deciding Games Tied After Regulation on Championship Sunday***

#### ***Consolation and Third Place Games - Game numbers – 46, 47, 49, 50, 52, 53, 55, 57, 59.***

- Teams will play 4-4 plus goalie and will defend their third period net in a five (5) minute stop- time period
- The team who scores first wins the game
- Should no team score, for the second overtime teams will switch ends, and the goalies will be removed from the ice and teams will play 4-4 with no goalies. No player may be granted goaltender privileges.
- Teams will play a three (3) minute stop time period
- To score, the offensive team must bring the puck inside the offensive blue line before shooting
- However, if the puck goes off a member of the defensive team, the goal will count
- Successive three minute overtimes will continue to remove one skater from the ice each overtime period until teams are playing 2-2
- Should a player score off a shot or errant pass from outside the blue line, it will be treated similar to an icing and the ensuing face-off will be inside the offending team's defensive zone
- However, if the puck goes off a member of the defensive team, the goal will count.
- Successive three minute overtimes will continue to remove one skater from the ice each overtime period until teams are playing 2-2.
- Teams will play shorthanded as a result of any penalties until they are playing 2-2, at which point the team will not play shorthanded, but the offending player will not be permitted to return to the game. This includes a player who was called for a penalty in the overtime while playing 3-3 and whose penalty time carries over into the fourth overtime period

***Championship Games: Game numbers – 48, 51, 54, 56, 58, 60***

- Should a game end in a tie after regulation, there will be a single five (5) minute stop-time sudden death overtime period and teams will play 4-4 plus goalie and defend their third period net
- The team who scores first wins the game
- Should no team score in the first sudden death overtime teams will switch ends and play a second five (5) minute stop time sudden death period
- Should no team score, for the third OT teams will switch ends again, and the goalies will be removed from the ice and teams will play 4-4 with no goalies. No player may be granted goaltender privileges
- Teams will play a three (3) minute stop time period
- To score, the offensive team must bring the puck inside the offensive blue line
- Should a player score off a shot or errant pass from outside the blue line, it will be treated similar to an icing and the ensuing face-off will be inside the offending team's defensive zone
- However, if the puck goes off a member of the defensive team, the goal will count
- Successive three minute overtimes will continue to remove one skater from the ice each overtime period until teams are playing 2-2
- Teams will play shorthanded as a result of any penalties until they are playing 2-2, at which point the team will not play shorthanded, but the offending player will not be permitted to return to the game. This includes a player who was called for a penalty in the overtime while playing 3-3 and whose penalty time carries over into the fifth overtime period

