



## 13<sup>th</sup> ANNUAL PONYTAIL INVITATIONAL 2024 RULES

1. HAVE FUN!
2. Current USA Hockey and Alaska State Hockey Association playing rules will be enforced. All participants (players, coaches, managers) must be duly registered with USA Hockey and on their Association's sanctioned and approved 1T. A maximum of 4 coaches (including student coaches) are allowed on the bench at any time.
3. Girls who played on a comp team during the season must play up an age division in order to participate in a rec division. *(For example, a girl who played on a 10U Minor team must play up in the 12U Rec Division)*. The Open Division is available for all 14U, 16U, and 19U comp players as well as 16U and 19U Rec players.
4. Only the personnel designated as scorekeeper, timekeeper, and penalty box officials are permitted in their respective areas.
5. There shall be no noise makers permitted during any tournament games.
6. Ice resurfacing will be done only prior to each game start time.
7. Game time plus 5 minutes is forfeit time unless the Tournament Committee determines that a team failed to appear before the forfeit time due to circumstances beyond its control. The score of any game that the Tournament Committee declares as a forfeit will be 8 – 0 if one team is on the ice. Any team that intentionally forfeits a game will not be allowed to advance to a Semifinal or Championship Game.
8. The tournament will provide pucks to be used in warmups and for games.
9. The first team listed on the game schedule will be the Home team. When there is a jersey color conflict, the Visiting Team will be required to wear contrasting pullovers. In the Championship game, the team listed first will be the home team, *unless the team listed second finished higher in the standings in the same conference than the team listed first. (For example, if seed #1 and seed #2 from the same original conference or division both advance through to the championship and the #2 seed is listed first, the #1 seed would be declared the home team)*.
10. Teams should use the locker rooms assigned by the tournament committee for all games. **Due to a shortage of locker rooms at Ben Boeke Arena, teams must remove all items from the locker room when going on the ice for games played there.**
11. Backup Goaltenders: The tournament will not provide a pool of backup goaltenders. If a team's goaltender is unable to play in a tournament game due to circumstances beyond the team's control and the team has only one goaltender, the team may use a substitute goaltender from a team of the same or lower age division and tier. **In all cases, when a team will use a goaltender that is not on the team's tournament roster, the Tournament Committee must be notified at least one-hour before game time. Use of a substitute goaltender is subject to the approval of the tournament committee.**
12. Game Times: (Teams must wait until the referees are present before going on the ice)
  - 8U Half-Ice Games

8U will play 2 26-minute half-ice games against 2 different teams during each scheduled hour. The buzzer will sound every two minutes to signify time to change lines. A "face-off" will take place at the start of each shift. Any time there is a whistle during the shift, the ref will throw out a "new puck" to another area of the ice while collecting the previous puck to allow as much play time during each shift. Each team will play 6 different teams in the tournament. Scores and standings will not be kept.
  - 10U, 12U, 14U and Open Divisions

3-minute warm-up followed by 12 – 12 – 12 STOP CLOCK periods for all games. If the goal differential in any game becomes 6 goals or greater in the 3<sup>rd</sup> period, the game will go to a running clock. If at any time, the game returns to a goal differential of 5, the game will return to stop clock. Consolation games will go to a running clock if behind schedule.

There will be a one-minute break between each period in all games.

Each team will be permitted one 1-minute timeout in championship games only. No timeouts will be allowed in round-robin, quarter-final, semi-final and consolation games.

13. All round robin and consolation games will end in ties if the score is tied after regulation play.
14. End of Game Procedures: When the game ends and the handshake is completed, the visiting team will depart the ice surface first by the exit door nearest the visiting team's bench. The home team shall proceed to their players' bench until the entire visiting team has left the ice surface.
15. Standings: During the preliminary round each team will be awarded 2 points in the standings for a win, 1 point in the standings for a tie, and 0 points in the standings for a loss. **Sportsmanship Rule: If a team wins by 10 goals or more, that team will lose one (1) point in the standings.**
16. Tie Breakers: 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 is placed, the remaining tied teams shall start the tiebreaking process over again at step A. The tie-breaker formulas are as follows:
  - A. The result of the games played between the TIED TEAMS in the following order:  
**Note: The following "Head-to-Head" tiebreakers will only be applied when all teams involved in the tie have played each other.**
    1. The standings points acquired in these games (head to head).
    2. Goal Differential - Subtracting the sum "goals against" from the sum "goals for" in all **games between the tied teams** with a maximum goal differential of +8 for a win or -8 for a loss to be applied to the tiebreaker for any one game. (Example: 15-2 = 10-2)
    3. Quotient: Dividing the goals scored by the goals scored against in **games between tied teams**, their position being determined in order of the greatest quotient (using scores with +/-8 max goal differential).
    4. Least total goals allowed in **games between the tied teams**.
    5. Period Points (won by each team): 2 points for each period won, 1 point for each period tied.
  - B. The result of ALL GAMES played in the following order:
    1. Goal Differential -- Subtracting the sum "goals against" from the sum "goals for" in **ALL** games played by each of the tied teams with a maximum goal differential of +8 for a win or -8 for a loss to be applied to the tiebreaker for any one game. (Example: 15-2 = 10-2)
    2. Quotient: Dividing the goals scored by the goals scored against in **ALL** games, their position being determined in order of the greatest quotient (using scores with +/-8 max goal differential).
    3. Least total goals allowed in **ALL round robin or preliminary round games**.
    4. Period Points (won by each team): 2 points for each period won, 1 point for each period tied.
    5. Fewest penalty minutes – The team with the fewest penalty minutes using all of the games played by the tied teams will be ranked the highest.
    6. Coin Toss
17. Quarterfinal, Semifinal and Championship games that are tied after regulation will play a **5-minute sudden death overtime period played 3 on 3 (plus goaltenders)**. If a penalty occurs, the team that goes on the power play gains a skater. (If the team on the penalty kill commits another penalty, it will go to 5 on 3). When the penalty expires, that player can go on the ice and the teams will play even strength at 4 on 4 until the next whistle. If the game is still tied after the overtime, there will be a 5-player shootout. If the game is still tied, there will be a sudden death shootout, alternating through the rosters until everyone with the exception of the goalkeeper(s) has shot. The original five shooters cannot shoot again until everyone on the roster has had a turn. Any player serving a penalty that has not expired at the end of the 5-minute sudden death overtime period is not eligible to participate in any aspect of the shootout procedure.
18. Individual awards will be presented to the first and second place teams after each championship game.
19. The Tournament Discipline Committee will be the standing AHA Discipline Committee.
20. No game protests will be allowed. In the event that unforeseen circumstances beyond the control of the Tournament Committee prevent a game from being played at the scheduled time (for example, if referees are not available as scheduled), every effort will be made to reschedule the game. If it is not possible to reschedule the game due to time, ice availability or other constraints, it will be recorded as a 0 - 0 tie for determining tournament standings. All decisions of the Tournament Committee are final.
21. Players may only participate on one team in the Tournament.
22. The Ponytail Invitational is a celebration of girls hockey in Alaska and a fun tournament to be enjoyed by all participants – players, coaches, and spectators. Spectators who do not abide by USA Hockey's Spectator Code of Conduct may be asked to leave the arena.