

Appendix
2022 Centennial Girls Super Chill Tournament

These rules take precedence over the General Rules

- Tournament provides pucks for warm-ups.
- The team listed first on the schedule is considered the Home Team. The Visiting Team must have an alternate-jersey available and be prepared to change, if, in the opinion of the game officials, there is a color conflict. Tournament Officials will ensure that games run on time, provide score sheets and attempt to resolve jersey conflicts.
- All teams must arrive at the tournament venue at least 15 minutes prior to their scheduled start time; teams must be prepared to take the ice 5 minutes prior to scheduled game time.
- Every effort will be made to provide teams with a 5 minute warm-up at U15A/U15B and a 4 minute warm-up at U12A/U12B. However, teams must be ready to take the ice as soon as the preceding game and/or ice resurfacing is finished.
- Starting line-ups will be announced for Sunday games ONLY and must be turned in before warm-ups begin.
- All protests must be made to the Tournament Director by the Head Coach only to be valid. The Head
 - Coach must bring their concerns to the Tournament Director within 30 minutes of the game in question. The Tournament Directors decision is final on all arbitrated game decisions.
- No protests will be permitted regarding rules interpretations or judgment calls made by referees. Only protests related to game rules that can be addressed in the USA Hockey Rule Book and/or regarding player eligibility will be heard by tournament officials.

Tournament Format
Pool Play
(U15A/U15B/U12A/U12B)

- Games at the U15 levels will be 3-15 minute stop periods with re-surface every 2 periods. Games at the U12 levels will be 3-12 minute stop periods with a re-surface prior to the start of each game.
- Round robin, pool play competition is conducted with all teams seeded into a finals based on pool play point standings.
- Standings are determined on the basis of two points for all wins; in the event of a tie, one point is awarded to each team.
- If two teams have an equal number of points, standings are determined by the following:
 1. head-to-head competition
 2. most wins
 3. total sum of goal differential
 4. fewest goals allowed
 5. most goals scored
 6. coin toss
- If a tie in the standings occurs with three or more teams, standings are determined by following:
 1. most wins
 2. total sum of goal differential
 3. fewest goals allowed
 4. most goals scored
 5. fewest penalties taken
 6. coin toss
- No overtime period will be played in preliminary pool play at any level. (Games Thursday, Friday & Saturday).
 - All Championship play:
 - If the game is tied after regulation play, a 1-minute rest period will be followed by a 5 minute stop-time sudden death overtime with 4 skaters and a goalie per team. If the game is still tied after the overtime period; another 1 minute rest period will be followed by a 5 player shootout with the visiting team shooting first. If still tied, then it is a sudden death shootout with teams alternate players shooting until a winner is determined. No player may shoot twice until every eligible player has shot.
 - Championship play is ONLY games played on Sunday.
- There will be no ice resurfacing between the end of regulation play and any overtime period.
- A player in the penalty box serving a penalty at the end of OT is not eligible to shoot in the shootout.