



2019 USA HOCKEY ADULT NATIONAL CHAMPIONSHIPS



GAME FORMAT

Periods: 15-minute Stop Time

Overtime: See overtime rules below

Penalties: 2-minute Minors 5-minute Major and 10-minute Misconduct

Timeouts: Each team is permitted one time out per game (one minute duration).

NOTE: If the score difference is (6) goals or more at any time during the third period, the clock goes to running time. If the goal differential drops to five or less, stop time will then be re-implemented.

OVERTIME

Round Robin Games:

- At the end of the third period, the teams take a two (2) minute rest period.
- Teams do NOT switch ends at any time during the overtime period.
- A five (5) minute, stop time, 4 on 4, "sudden death" period will be played.
- Penalty(s) will carry over into the overtime and/or shoot out.
- If neither team scores, there will be a three (3) player shootout format. Visitor shoots first.
- If no winner is determined, then a "sudden death shootout" will be held with the visiting team shooting first, and each team getting a shot, until there is a winner.
- Three different players are required for first shootout. The same three players can be used during the "sudden death shootout", only one time each. Then continue through the roster.

Semi-Final and Championship Games:

- At the end of the third period, the teams take a two (2) minute rest period.
- Teams do NOT switch ends at any time during the overtime period.
- 15 minute, 'sudden death' overtime periods will be played until a team scores.
- If there is no score after the first overtime period, the ice will be resurfaced.

WARM-UPS

Five (5) minutes. The warm-up clock starts after the Zamboni has left the ice and you have been "buzzed" onto the ice. No one is allowed on the ice before the Zamboni doors are closed

ICE RESURFACING

The ice is to be cleaned before each game and after the second period of each game. There is no resurfacing after the warm-up. Note the special rules for Overtime

PLAYING RULE HIGHLIGHTS

- Jersey colors: Home = Light; Visitor = Dark
- No Checking is allowed.
- Red line will be used for Icing Only (not for offsides)
- "Tag Up" is used for offsides.
- Slapshots are allowed.
- Hockey helmets must be worn.

TIE BREAKER RULES

STANDINGS SHALL BE DETERMINED UTILIZING THE FOLLOWING POINT SYSTEM:

Win in Regulation	3 Points
Overtime / Shootout Win	2 Points
Overtime / Shootout Loss	1 Point
Loss in Regulation	0 Points

IF TWO OR MORE TEAMS HAVE AN EQUAL NUMBER OF POINTS, THE STANDINGS SHALL BE DETERMINED BY:

Note: For tie-breaker purposes in determining standings in preliminary round play, a maximum six goal differential will be used regardless of a greater goal differential; ex. 15 – 2 becomes an 8 – 2 score.

Step 1: The results of only the head-to-head games played between the tied teams in the following order:

- a. Most point earned
- b. Most total wins (whether in regulation, overtime or shootout)
- c. Most regulation wins

Step 2: If, after applying the above formulas, the tie still exists, 1b and 1c will be applied using all of the games played by the tied teams

Step 3: Most Periods Won - points will be awarded in the games played between the tied teams. For each period won (2pts.), for each period tied (1pt.) and for a shut out in a period (1pt.)

Step 4: Use Step 3, but apply using all games played by each team.

Step 5: Fewest minor penalties using all games played

Step 6: Fewest total penalty minutes using all games played

Step 7: Quickest first goal in games played between the tied teams

Step 8: Use Step 7, but apply using all games played by each team.