

MASSACHUSETTS HOCKEY



2021-2022
BANTAM TIER III MEDIUM
STATE CHAMPIONSHIP TOURNAMENT

Coach's information & Schedule

Hosted by
Dorchester Youth Hockey

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MASSACHUSETTS STATE TOURNAMENT

Bantam Tier III Medium

February 24-27, 2022

**Devine Memorial Rink
995 Morrissey Boulevard
Dorchester, MA**

TOURNAMENT NOTES:

The tournament fee is \$1540.00 per team, made payable to Dorchester Youth Hockey. Each Team Plays 3 preliminary games. Tournaments consisting of 10 teams will be divided into 3 Divisions. An Olympic Division consisting of four teams and an American and a National Division consisting of three teams each. The teams in the Olympic Division will play each other in the round-robin. The teams in the American and National Division will play the teams in the other Division in the round-robin. The Olympic Division winner, plus the top two teams from the combined American and National Divisions, and the remaining team with the best record (See Section K below) shall advance to the semifinals, with the Olympic winner playing the team with the second best record from the combined American/National Divisions and the best team from the American/National Divisions playing the remaining team.

Divisions

Olympic	National	American
Needham	Dorchester	Acton-Boxboro
Chelmsford	Marblehead	Cape Cod Canal
Stoneham	Hanover	Woburn
Holy Name		

1. The semi-finals and final games are single game eliminations. The games are 3, 12 minute periods with ice being cut at the end of the games.
2. Regardless of the score, all games must be stop time. The clock will NOT be run.
3. Each team is allowed one 30 second time out per game. Home team shall wear white/light jerseys and the visiting team shall wear dark colored jerseys in all games.
4. **All teams must be paid in full before their first game**

5. **ALL LOCKER ROOMS MUST BE LEFT CLEAN!!!!** It is the coach's responsibility to see that the locker room is left clean and undamaged. Failure to adhere to this will result in a \$100 fine and loss of locker room privileges.
6. Tournament standings will use the following three point system:
 - a) Regulation win = 3 points
 - b) Overtime or shootout win = 2 points
 - c) Overtime or shootout loss = 1 points
 - d) Regulation loss = 0 points

Rules

K. If two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking 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 1. (If all tied teams have not played each other, then proceed to step 2. Note: a team may go into the tiebreaking process having defeated another of the tied teams and still not advance).

The tie-breaker formulas are as follows:

1. The results of the head-to-head games played between the tied teams in the following order:
 - a. Standings — Most points.
 - b. Most total wins.
 - c. Least goals against
 - d. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for." A maximum of six goal differential per game will be used in the quotient tie breaker. Running up the score beyond the six goal differential will have no benefit to the winning team.
2. If after applying the formulas of 1 a, b, c, d or e the tie still exists, the results of all the games played by the teams tied in the following order.
 - a. Most total wins.
 - b. Least goals against.

- c. Quotient — dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required the teams shall be ranked high to low in descending order of “goals for.” A maximum of six goal differential per game will be used in the quotient tie breaker. Running up the score beyond the six goal differential will have no benefit to the winning team.
- d. If a tie still exists the teams will be placed in order by the least penalty minutes. A game misconduct will be calculated as 10 minutes.
- e. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- f. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.

3. If the above procedure does not break the tie, the teams shall use a shootout.

Note: Forfeits - If a team forfeits any of its games, and becomes involved in any tie-breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.

Round Robin Games

ROUND ROBIN GAME PROCEDURES

All round-robin games shall be played to a winner. If the game is tied following regulation play, one five-minute 3-on-3 sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a three-minute rest period. The teams will remain on the ice. The teams will change ends. At no time will there be less the 3 players per team. If a team is penalized they will play with 3 players and the unpenalized team will play with 4 players. When the penalty ends it will be 4-on-4 until the next stoppage in play. It will then revert back to 3-on-3. If the score is tied at the end of the sudden death overtime period, there shall be a sudden death shootout. The winner of the shootout will be credited with one additional goal in the final score.

SUDDEN DEATH SHOOTOUT

The sudden shootout will be conducted as follows: A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.

- a. The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- b. All goaltenders and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- c. Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- d. The sudden death shootout procedure shall begin with shooters from each team taking alternate shots. The players do not need to be named beforehand.
- e. The goaltenders from each team may be changed after each shot.
- f. The players will take alternate shoots until a decisive goal is scored.

Semi-Final and Final Games

1. The game shall be continued to determine a winner.
2. At the completion of the third period, there shall be a three (3) minute rest period before the start of the first overtime session.
3. All overtimes shall be five (5) minutes in length and sudden death. Teams shall not switch ends throughout overtime periods, therefore teams will play in the same end from which they played during the third period until a winner is determined.



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STATE CHAMPIONSHIP TOURNAMENT SCHEDULE

Thurs. 2/24

Game No.		Home	VS	Away		
1	5:00 pm	Woburn		Hanover	Devine	
2	6:15 pm	Needham		Stoneham	Devine	
3	7:30 pm	Dorchester		Acton-Boxboro	Devine	

Fri. 2/25

Game No.		Home	VS	Away		
4	6:15 pm	Cape Cod Canal		Marblehead	Devine	
5	7:30 pm	Holy Name		Chelmsford	Devine	

Sat. 2/26

Game No.		Home	VS	Away		
6	7:00 am	Hanover		Cape Cod Canal	Devine	
7	8:10 am	Dorchester		Woburn	Devine	
8	9:20 am	Marblehead		Acton-Boxboro	Devine	
9	10:30 am	Needham		Chelmsford	Devine	
10	11:40 am	Stoneham		Holy Name	Devine	
11	2:00 pm	Acton-Boxboro		Hanover	Devine	
12	3:10 pm	Woburn		Marblehead	Devine	
13	4:20 pm	Holy Name		Needham	Devine	
14	5:30 pm	Chelmsford		Stoneham	Devine	
15	6:40 pm	Dorchester		Cape Cod Canal	Devine	

Sun. 2/27

SEMIFINALS		Home	VS	Away		
16	7:30 am	Olympic		Amer./National #2	Devine	
17	8:40 am	Amer./National #1		2nd Overall	Devine	

FINAL

18	2:30 pm	Winner Game 16		Winner Game 17	Devine	
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