



ST. MARGARET'S FALL FACE-OFF TOURNAMENT

2022 Tournament Rules

GENERAL REQUIREMENTS

1. **Game Dates:** The preliminary round of the tournament shall be played on Tuesday, September 6th; Wednesday, September 7th; and Thursday, September 8th. All teams will play all three nights. The semifinals and finals will both be conducted on Monday, September 12th. Both semifinal games will start at 5:00pm. The championship game will start at 9:00pm. All participating teams must be available to play on all dates of the tournament. No scheduling requests will be honored to accommodate any type of conflict.
2. **Quantity of Games:** All teams are guaranteed a minimum of 3 games as part of the preliminary round, each on a separate night. The four pool winners shall play a 4th game as part of the semifinal round, and the two semifinal winners shall compete in a 5th game for the tournament championship. Any team that fails to appear for a scheduled game shall be charged with the direct costs of that game (ice time, game personnel, etc.), and the opponent shall be given a \$400 refund due to the game not being played.
3. **Registration:** USA Hockey and the Mid-American District require that this tournament is sanctioned by the District and that all participating teams, players, and coaches are fully registered with USA Hockey.

GAME ADMINISTRATION

1. **Player Eligibility:** Each player must attend the high school represented by the association and must appear on the approved USA Hockey roster for that team, which shall be submitted to the Tournament Director prior to the start of the tournament. Any team that uses an ineligible player shall forfeit all games in which the player participated and shall be deemed ineligible for advancement, no matter their record. All special roster/eligibility requests shall be submitted to and approved by the Tournament Director prior to the player participating in a game.
2. **Game Lineup:** Teams shall have the option of dressing a maximum of 18 skaters with 2 goaltenders or a maximum of 17 skaters with 3 goaltenders per game. A maximum of 4 coaches per team are permitted on the bench during a game. All players and coaches participating in a game must be listed on the team lineup of the game's scoresheet.
3. **Suspensions:** The USA Hockey minimum suspension guidelines shall be strictly enforced, in accordance with the USA Hockey Rulebook.
4. **Game Personnel:** Each team must supply one responsible adult to assist with the timing and scoring of the game, as well as one responsible adult to monitor its penalty box for the duration of each of its games. Those two persons shall report to the scorer's box prior to the start of the game's warm-up period. The tournament will arrange for two on-ice officials and an Emergency Medical Provider for each game.
5. **Equipment:** Equipment specifications and requirements shall be in accordance with the USA Hockey playing rules.

6. **Uniform Colors:** Home teams shall wear jerseys that are predominantly white. Away teams shall wear jerseys that are predominantly dark in color.
7. **Dispute Resolution:** The Tournament Director is empowered to make all decisions, resolve all disputes, address all matters of protest, and handle all supplemental discipline throughout the tournament. All such actions must be made in accordance with USA Hockey By-Laws. The Tournament Director's decisions shall be final regarding all tournament games.

PLAYING RULES

1. **Governing Rules:** The USA Hockey "2021-2025 Official Rules of Ice Hockey" shall apply to all tournament games, with any variations cited within these Tournament Rules.

GAME PROTOCOL

1. **Start Times:** All games shall start at the scheduled start time, as listed on the official tournament schedule. Any game with an option of starting early due to a previous game ending early will be addressed only by the Tournament Director after consultation with both participating teams and the on-ice officials. A game shall not be delayed beyond its scheduled start time due to the need of either team.
2. **Warm-up Period:** A pregame, warm-up period shall consist of 5 minutes and start at the time both teams have entered the ice surface. Players are not to cross the center red line during the warm-up period except in the natural occurrence of entering the ice surface.
3. **Length of Game:** Three, 17-minute, stop-time periods shall be played in all games. There shall be no curfews, but a "running clock" may be implemented under the provisions of Running-Clock Scenarios. There shall be no overtime period, but a shootout shall be conducted for all tournament games with a tied score at the end of regulation time, as outlined in these rules under Shootout Procedures.
4. **Running-Clock Scenarios:** If the goal differential reaches 6 goals or more at any time beyond the first period, the clock shall run continuously, except for stoppages involving goals and penalties. Play shall revert to stop-time if the goal differential is subsequently reduced to 4 goals.
5. **Intermissions & Resurfacings:** The ice shall be resurfaced prior to the start of each game's warm-up period. The first intermission shall be 1 minute in length. The second intermission shall be 10 minutes in length, at which time the ice shall be resurfaced again. Teams shall not return to the ice until the 10-minute intermission has fully expired and the resurfacing has been completed. The ice shall not be surfaced at the second intermission if a running-clock scenario is in effect, which shall be replaced by an intermission of 1 minute in length.
6. **Timeouts:** Each team shall be allowed one timeout per game of one minute in length.

SHOOTOUT PROCEDURES

1. If the game remains tied at the end of the regulation, the teams will proceed to a three-round shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format.
2. No player is permitted to shoot twice until every player on each teams' bench has shot once (excluding goalies).

3. The home team coach will also inform the referee if they wish to go first or second – this order will remain in place for the entire shootout.
4. Players in the penalty box at the end of regulation are not eligible to participate in the shootout.
5. The scorekeeper will keep track of the shooters and inform the referee immediately before a shooter goes if that shooter is attempting a second shot before everyone else on their respective bench has attempted a shot.

TOURNAMENT STANDINGS

1. **Points System:** Each tournament game is worth 3 points. Points are awarded to the participating teams in accordance with the result of the game:
 - a. 2 points for a win in regulation time
 - b. 1 point for a shootout loss
 - c. 0 points for a loss in regulation
2. **Standings:** The teams in each pool shall be ranked according to their total points accumulated in the tournament. The official standings shall be compiled by the tournament staff and shall be posted in a visible area at the host rink, as well as updated nightly on the tournament webpage.
3. **Tiebreakers:** In the event of a tie in the standings at the conclusion of the preliminary round, the tiebreaker system will be used to rank these teams. If one team involved in the tie owns tiebreaker advantage over all teams involved the tie, that team shall advance. If a team has tiebreaker disadvantage over all teams involved in the tie, that team shall be eliminated. Any time a team is removed {advances/eliminated} from the tie but multiple teams remain, the tiebreaker system starts over from the top.
 - a. Head-to-Head
 - b. Most wins
 - c. Least number of total penalty minutes (average per game)
 - d. Coin flip

SEEDING AND ADVANCEMENT

1. **Pool Play:** The teams shall be split into four pools (A, B, C, & D) of four teams each, and each team will play three preliminary-round games against opponents within the same pool. The top team from each pool, based on the Tournament Standings, shall advance to the semifinals.
2. **Semifinals:** The semifinals shall consist of the four pool winners. The team from Pool A shall play the team from Pool B, and the team from Pool C shall play the team from Pool D. The teams from Pool A and Pool C shall be the home teams. The winners of the semifinal games shall advance to the championship game, with the winner of the A vs. B semifinal game being designated as the home team for the final game.
3. **Championship Game:** The championship game shall consist of the two semifinal winners. The winner of the semifinal game involving Pool A and Pool B shall be the home team for the championship game.