NAHA LABOR DAY TOURNAMENT 2019 INFORMATION

Some notes on the tournament format and schedule:

* Format U14-U16-U19: Round Robin play: teams will play 3 games within its division. The top team from each of the 6 Divisions, plus 2 Wild Card teams, proceed to the Quarterfinals. Teams not proceeding to the Quarterfinals will play an additional game Saturday evening and will have one game on Sunday.
* Game length: Each game will consist of two 23 min. fun time halves in the round robin. The clock will stop to post penalties and for the last 3 minutes of each half.
* Pace of play: In the spirit of quality competition, we ask that coaches instruct players to perform line changes without delay, and coaches do not ‘run the clock’ with excessive line changes. For this tournament, at the sole discretion of the referees, a delay of game minor will be assessed for repeated slow or excessive line changes, or delays lining up for faceoffs, that are perceived to slow down the pace of the game. Fast Faceoff Rule (10 sec to make a line change) for faceoffs will be followed, and referees will drop the puck to start play if a team is slow in lining up without that team being ready.
* Other: warmup will be 3 minutes and that time will commence once the zamboni doors are closed whether team(s) are present or not. Coaches need to have their teams ready to take the ice for warmup upon completion of the previous game and resurfacing. Ice will be resurfaced between games. Teams must be ready to play 15 minutes before the scheduled start, and will be required to commence play at that time as soon as resurfacing is complete. Please have your teams on the bench at the completion of the zamboni run to promptly begin warmup. Teams will begin the game by switching ends (long change) for the first half, then begin play in the second half in their end (short change).
* Coaches/Managers: Gamesheets will have your team's roster stickers attached for the round robin games. After that, please check with the Scorekeeper in your rink, you may need to complete the roster/provide stickers. Coaches will be required to sign the scoresheet BEFORE the game. Teams provide their own pucks for warm-up.
* Updated Tournament Information: There will NOT be printed schedules/information at the rinks. Once the tournament begins, all information- scores, schedule, stats and standings- will be updated ONLINE ONLY at www.winter-hawks.org (right hand side of the page) and via Twitter @nahahockey. Every team has it's own home page, follow the links from the NAHA home page to your division.
* Saturday eve and Sunday game schedule: will be posted online at [www.winter-hawks.org](http://www.winter-hawks.org), and via twitter @nahahockey as soon as it is available.
* Each team is responsible to provide minor first aid to their players and whenever possible to have their own trainer. There will not be a trainer on duty. In the event of serious injury, immediate response is available by dialing 911 in the event of an emergency.

**NAHA LABOR DAY TOURNAMENT RULES**

* USA Hockey rules. USA teams must have their Approved USA Hockey roster available on request; Canadian teams must furnish their Travel Permits before play. Email to nahastaff@winter-hawks.org by August 27, 2018.
* Players may only play for one team in the tournament.
* Home team wears light. Some teams only have one jersey, please work to help them!
* Teams please check-in at the scorebooth in the rink you’re playing at 30 min. before your first game to verify your roster. Scoresheets with rosters will be filled out in advance for the round robin games; make changes before your first game on the tournament's White Copy. Pick up your copy of completed scoresheets following your game at the scorebooth in the rink the game was played. The Tournament HQ in Burlington is in the Bostwick Room on the upper level at UVM; the tournament HQ for the 14s is in the Community Room at the Stowe rink. The tournament HQ is the best place to leave your team's scout books for the college coaches.
* Game Points will be awarded as follows: win = 3 pts., loss = 0 pts., shootout win= 2 pts., shootout loss= 1 pt. No ties.
* No time outs in round robin play or consolations, 1- 30 second time out in Quarters, Semis and Finals.
* Referees decisions are final. All disciplinary matters will be decided by the tournament directors.

Tied Games- no games will end in a tie (**exception Consolation games**, see note below):

**Round robin**: Game immediately proceeds to sudden death shootout. No player may shoot a 2nd time till all players on her team have shot; any player in the penalty box at the conclusion of the 2nd half is ineligible for the shootout.

**Quarter final and semi-final:**

* 3 person shoot out, all three players will shoot; if still tied, a sudden death shootout; no player may shoot a second time until all players (excluding goalies) have shot once

**Finals**:

* 4 minute 3 v 3 sudden death, if still tied:
* 3 person shootout, if still tied, a sudden death shootout; no player may shoot a second time until all players (excluding goalies) have shot once. Players in the penalty box at the conclusion of the 2nd half are ineligible.

**Consolation games**: Saturday consolation games go directly to a sudden death shoot out if tied. Sunday games: a tie at the end of regulation is a tie.

**Division Wild Card**:

1. Most Points
2. Head to head result (disregard if 3 teams are tied)
3. Most wins
4. Goal differential (DIFF=Goals for minus Goals against)
5. Fewest goals against

6. Earliest goal in any game

**Round Robin Standings Tie-breakers** if teams are tied in points to determine Division standings:

1. Most Points
2. Head to head result (disregard if 3 teams are tied)
3. Most wins
4. Goal differential (DIFF=Goals for minus Goals against)
5. Fewest goals against

The tournament website may not accurately reflect standing in the event of ties in points, and the Tournament Directors will determine the tiebreakers.