



# Carolina Amateur Hockey Association Championship Tournaments Rules and Regulations



## A. Game Length, Curfew, Ice Resurfacing

All games are three (3) – 16 minute periods for 14 & Under and three (3) – 17 minute periods for 16 & Under, 18 & Under and 19 & Under. All preliminary, semi-final and championship games shall be continued to determine a winner.

If, due to extenuating circumstances, running time must be used, the minutes shall be increased by fifty percent (50%) with the following exception: running time will be used when the score differential reaches five (5) or more goals beginning in the third period. Once the score differential is reduced to four (4) goals the clock will go back to stop time.

Ice shall be resurfaced between the 2nd and 3rd periods of all preliminary, semi-final and championship games. Ice resurfacing during overtime play of semi-final or championship games shall be at the Tournament Director’s discretion.

## B. Tournament Format

### 2 Teams

Best 2 of 3 Games

Friday/Saturday*	
Game 1	1 VS 2
Saturday/Sunday*	
Game 2	2 VS 1
<b>Game 3 (If Necessary)</b>	1 VS 2

\*Every effort will be made to schedule a best 2 of 3 games series on Saturday and Sunday only. However, it may be necessary to play Game 1 on Friday to balance the overall schedule of the tournament.

### 3 Teams

Single Round Robin, Championship Game

Two teams with highest points advance to the Championship Game

Friday	
Game 1	2 VS 3
Saturday	
Game 2	1 VS 2
Game 3	1 VS 3
Sunday	
<b>Game 4 - Championship</b>	1st VS 2nd

### 4 Teams

Single Round Robin, Championship Game  
Two teams with highest points advance to the Championship Game

Friday	
Game 1	1 VS 4
Game 2	2 VS 3
Saturday	
Game 3	1 VS 3
Game 4	2 VS 4
Game 5	1 VS 2
Game 6	3 VS 4
Sunday	
<b>Game 7 - Championship</b>	1st VS 2nd

### 5 Teams

Single Round Robin, Championship Game  
Two teams with highest points advance to the Championship Game

Friday	
Game 1	1 VS 5
Game 2	2 VS 4
Game 3	1 VS 3
Game 4	4 VS 5
Game 5	2 VS 3
Saturday	
Game 6	2 VS 5
Game 7	1 VS 4
Game 8	3 VS 5
Game 9	1 VS 2
Game 10	3 VS 4
Sunday	
<b>Game 11 - Championship</b>	1st VS 2nd

### 6 Teams

Two divisions of three (3) teams each playing cross division, Semi-Finals, Championship Game  
Four teams with the highest points overall will advance to the Semi-Final Games  
Winners of Semi-Final Games advance to the Championship Game

Friday	
Division A (1,3,5)	Division B (2,4,6)
Game 1	1 VS 6
Game 2	2 VS 5
Game 3	3 VS 4
Game 4	1 VS 4
Game 5	2 VS 3

### 6 Teams (Continued)

Game 6		5 VS 6	
<b>Saturday</b>			
Game 7		1 VS 2	
Game 8		3 VS 6	
Game 9		4 VS 5	
<b>Semi-Finals - Saturday</b>			
Game 10	1st VS 4th	Game 11	2nd VS 3rd
<b>Sunday</b>			
<b>Game 12 – Championship</b>		Winner Game 10 VS Winner Game 11	

### C. Scheduling

To balance the schedule, Friday – Saturday games, the game order and/or the game pairings may be switched to accommodate rest times and the number of games that can be played in one day.

### D. Seeding

#### Tier II:

'AA' division CHL teams will be seeded based on My Hockey Rankings two weeks prior to the tournament start date.

'A' division CHL teams will be seeded after 'AA' division CHL teams based on My Hockey Rankings two weeks prior to the tournament start date.

Independent teams will be inserted into the schedule after CHL 'AA' and 'A' teams based on My Hockey Rankings two weeks prior to the tournament start date.

Home team designation will be assigned to the highest seeded team for that game.

Exception – Two-team format, each team will have one game with home team designation. Should a third game be necessary, home team designation will be assigned to the highest seeded team.

#### Tier I and Girls:

Two-team format, each team will have one game with home team designation. Should a third game be necessary, a coin toss will determine the home team designation.

### E. Tournament Scoring System

The point system of three (3) points for a win in regulation, two (2) points for a win in overtime or shootout, one (1) point for a loss in overtime or shootout, and zero (0) points for a loss in regulation will be used.

To qualify for semi-final or championship games, the team ranking will be based on each team's total game points as outlined above. If teams are tied for a ranked position, the tiebreaker rules will apply.

Best 2 of 3 Game Series: The team that wins two games will be the tournament champion. If one team wins the first two games of the tournament, the third game will not be played.

## **F. Tie Breaking Rules to Determine Standings Position**

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking 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 tie-breaking process over again at step 1. 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. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - 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 tie breaker is required, the teams shall be ranked high to low in descending order of "goals for."
2. If after applying the formulas of 1 a, b, c, or d the tie still exists, the results of all the games played by the teams tied in the following order:
  - a. Most total wins.
  - b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - 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."
  - d. 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.
  - e. 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 procedure as described in G. Overtime.

**Note:** *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.*

## **G. Overtime**

### **Preliminary Round Games**

If the game is tied following regulation play, one five (5) minute sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The teams will remain on the ice. The teams shall change ends. If the score is tied at the end of the five (5) minute sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score.

### **Semi-Final / Championship Games**

If the game is tied following regulation play, one (1) sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The length of the overtime shall be equal to the length of the third period and shall be sudden death. Teams shall switch ends at the end of the third period. If the score is tied at the end of the sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score.

The **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.
- 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 home team shall call the coin toss. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized 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 participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand. The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

The **Sudden Death Shootout** will be conducted as follows:

- A sudden-death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout.
- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any penalized 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 participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeeper and goals scored.

## H. Playing Rules

The official USA Hockey Playing Rules shall be used. No protests shall be permitted on the playing rules.

## I. Time of Periods (All stop time in minutes)

Class	1,2,3 Period	Overtime	Penalties Minor	Penalties Major	Misconduct
14 & Under	16	5/16	2	5	10
16/18/19 & Under	17	5/17	2	5	10

*\*Round robin games will utilize one (1) 5-minute overtime period, then proceed to a shootout if a winner has not been determined. Games tied in quarterfinal, semifinal and championship rounds will utilize one (1) sudden-death overtime period equal in length to the third period, then proceed to a shootout if a winner has not been determined.*

## J. Clock Operation

All round robin tournament games shall be comprised of three (3) 16-minute periods for the 14 & Under age classification and three (3) 17-minute periods for 16 & Under, 18 & Under and 19 & Under age classifications.

If, due to extenuating circumstances, running time must be used, the minutes shall be increased by fifty percent (50%) with the following exception: running time will be used when the score

differential reaches five (5) or more goals beginning in the third period. Once the score differential is reduced to four (4) goals the clock will go back to stop time.

All preliminary, semi-final and championship games shall be continued to determine a winner.

For stop-time, the clock shall be stopped for all referee/linesman whistles.

## **K. Tournament Officials**

### **Referees:**

The Supervisor of Officials shall appoint referees and linesmen. The three-person system shall be used for the Youth 14 & Under, Girls 14 & Under, Girls 16 & Under and Girls 19 & Under age classifications. The four-person system shall be used for Youth 16 & Under and Youth 18 & Under age classifications.

### **Minor Officials:**

The Tournament Committee will provide minor (off-ice) officials for the tournament including, clock operators and scorers. It is the team's responsibility to provide penalty box personnel. Teams are limited to one (1) penalty box attendant.

## **L. Discipline**

1. Game Misconducts - any player or coach who receives a Game Misconduct(s) shall be suspended for the next tournament game(s) as per USA Hockey Playing Rules. The CAHA Tournament Committee will not overturn Game Misconduct penalties.
2. Match Penalties - any player or coach who receives a Match Penalty shall be suspended for the balance of the tournament. All Match Penalties will be referred to the Proper Authorities, as defined under Playing Rule 508, for resolution. The CAHA Tournament Committee will not overturn Match Penalties.
3. Fighting is a serious offence and will not be tolerated. Players receiving penalties under Rule 615 - Fighting shall be suspended for the balance of the tournament. The CAHA Tournament Committee will not overturn Fighting penalties.

### **Suspensions**

All suspensions in effect prior to the tournament will be carried over until completed. Suspensions not served to completion during the CAHA State Championship Tournaments will be carried over to the USA Hockey National Championship Tournament for advancing teams.

***Note: For teams not advancing to the USA Hockey National Championship Tournament, a suspended player/coach must serve the game suspension(s) in the next game(s) for that player/coach. If there are no remaining scheduled games in the current season for that team, the player/coach must serve the suspension in their first game of the subsequent season.***

Upon receipt of a game misconduct, the player must immediately proceed to the locker room and either: a) remain in the locker room for the balance of the game, or b) dress prior to leaving the locker room. Ejected players may not leave the locker room in full or partial equipment to view the balance of the game from any area within the ice facility. The CAHA Tournament Committee reserves the right to revoke spectator privileges for an ejected player or coach and instruct the ejected player or coach to immediately leave the premises.

## **M. Tournament Awards**

Banners shall be awarded to the first place team in each age classification.

## **N. Uniform Colors**

Unless otherwise agreed by the teams and the Tournament Director, the home team shall wear light/white jerseys and the visiting team shall wear dark/colored jerseys in all games.

## **O. Warm-ups**

All teams should be ready to take the ice and begin play 15 minutes prior to the scheduled game time. Warm up time will be limited to five (5) minutes and will begin as soon as the Zamboni doors are closed. Players may not begin warm-ups until the game officials (referee and/or linesmen) are present.

## **P. Bench Management**

Only players in uniform and coaches (maximum of four) listed on the certified team roster will be allowed on the bench. All coaches must have the USA Hockey required CEP certification level and age-specific module to participate in the tournament. Suspended players or coaches may not be within the immediate vicinity of the player's bench.

## **Q. Timeouts**

Each team is allowed one (1) – one (1) minute time out per game.

## **R. Start Times**

Games may begin up to **15 minutes** prior to their scheduled start times. Teams are requested to be at the rink **60 minutes** prior to their game time and ready to play prior to the scheduled start time. If the game in progress on the ice surface where the teams are scheduled to play is running ahead of schedule, the next game will be started **15 minutes** early if the on-ice officials are available.

## **S. Locker Rooms**

Locker room assignments will be posted at the main rink entrance. A team manager or coach will be responsible for obtaining the key for their appointed locker room. Locker rooms will be checked after each game. It is the coach's, team manager's or locker room monitor's responsibility to make



sure the locker rooms are cleaned and report any damage before or after each game. Locker rooms must be vacated within 30 minutes after the game.

Only rostered players, coaches, managers or locker room monitors will be allowed in the locker room area. Prior to the start of each game, the team must designate an escort who will be in possession of the locker room key during the game and will be responsible for escorting any ejected player(s) into the locker room.

USA Hockey's Locker Room Supervision Policy shall be strictly enforced.

## **T. Tournament Committee**

The CAHA Tournament Committee shall be in complete charge of all matters pertaining to operation of the tournament. It shall consist of at least three (3) members, including the Tournament Director.

## **U. Disputes / Operation of Tournament**

After the commencement of the first game, the tournament Supervisor of Officials or his/her appointee shall act as final arbitrator in all disputes involving the interpretation of the playing rules.

For any other decision other than playing rules interpretation, with regard to the operation of the tournament (including zero tolerance, tournament play or conduct not in the best interest of hockey), the Tournament Director shall have the final authority to make the appropriate decision.

## **V. Coaches Meeting**

An opening meeting for all teams participating in the tournament shall be held prior to the start of play at a time and place to be set by the Tournament Director. All participating teams shall have a representative (coach and/or manager) present at such meeting. Failure of a team to have its team representative present shall result in the suspension of the head coach, as listed on the team's official roster, from that team's first game of the tournament.

## **W. Zero Tolerance**

Please advise all coaches, managers and parents that the USA Hockey **Zero Tolerance Policy** will be in effect. In the event a spectator is removed from the facility during a game for a Zero Tolerance violation, that spectator is not allowed back in the facility for the remainder of that day.

Abuse of on-ice officials or minor officials by anyone, including but not limited to coaches, players, parents, and spectators **WILL NOT BE TOLERATED**, and will be dealt with immediately by the CAHA Tournament Committee. All participants are expected to abide by the respective USA Hockey **Zero Tolerance Policy and Codes of Conduct**.