

HPHL 2023 Playoff Tournament Rules

PLAYING RULES

- ◆ USA Hockey and CAHA rules shall prevail unless otherwise stated.
- ◆ All games will be officiated by registered officials in good standing with USA Hockey and CAHA.
- ◆ The top seeded team will be the home team.
- ◆ The home team will provide an electronic scorekeeping system operator and clock operator. These individuals are declared as an Off-Ice Official.
- ◆ Each team will provide their own penalty box attendant as an Off-Ice Official.
- ◆ Off-Ice Officials are not allowed to coach and are to remain neutral.
- ◆ Period length will be the same as during the regular season.
 - 17 minutes stop clock for Varsity.
 - 15 minutes stop clock for JV.
 - 15 minutes stop clock for Girls.
- ◆ Mercy rule will be the same as during the regular season.
 - A six goal differential or higher in the 3rd period will result in a run clock in all games, including championship games.
 - Revert to stop clock if the lead is reduced to 5 or less at any time.
 - Option for run clock prior to 3rd period if both head coaches agree.
- ◆ Ice make rules will be the same as during the regular season.
 - There will be an ice make after the 2nd period for varsity games only.
 - This applies to all playoff tournament games, including championship games.
 - There will be no ice make before sudden death overtime, shoot out, or sudden death shoot out.

SEEDING

- ◆ Teams in each division will be seeded according to the following criteria.
 - Total points from the regular season with a win = 2 points, tie or OT loss = 1 point, and regulation loss = 0 points.
 - If any league games are canceled due to any reason that does NOT result in forfeit to one team, then a PTS per Game average will be used to determine seeds for that division instead of Total Points.
 - Example: 11 pts in 11 games = 1.00 PTS/GM Average. Another team with 11 pts, but with 12-games would have a 0.917 PTS/GM Average and be seeded lower.
 - In order for a cancelled game to NOT be counted as forfeit BOD approval will be required.
 - The following tie breakers will be used to determine seeding among teams tied in points.
 - Head to head game(s) during the regular season.
 - If more than 2 teams are tied, then total points among the tied teams for games played among those teams only.
 - Highest total number of wins.
 - Fewest goals against in head to head games during the regular season.
 - Fewest penalty minutes during the regular season.
 - Most shutouts during the regular season.
 - Coin flip.
 - In the case of disputes regarding seeding and/or tie breakers, the final decision will be at the sole discretion of the HPHL Competition Committee.

FORMAT & MATCHUPS

- ◆ Single elimination for all rounds.
- ◆ The HPHL Competition Committee will determine the brackets with matchups based on seeding with higher seeds playing lower seeds in round 1 and then continue per the bracket. Teams will not be re-seeded after each round.
- ◆ **Regional Consideration for Initial Round Matchups**
 - For the initial rounds, the matchups might not necessarily be the highest seed versus the lowest seed. The Competition Committee may consider regional matchups to minimize travel. For example, in an 8-team division, a #8 seed might play a #2 seed instead of a #1 Seed. And then a #7 seed might play a #1 Seed.
 - This determination will be based upon logistics with further consideration to how close the teams in question are with respect to points, points per game, goal differential and other competitive criteria.
 - In all cases, initial round matchups will be set by the sole discretion of the HPHL Competition Committee.
- ◆ There will be no re-seeding from round to round once the brackets are set.
- ◆ No game will end in a tie. See overtime below.

SUDDEN DEATH OVERTIME

- ◆ A 3 on 3, 5-minute sudden death stop time (one period only) overtime will be played any time a playoff game (excluding championship games) is tied at the end of the third period.
- ◆ There will be a 2-minute rest between the end of the 3rd period and start of OT.
- ◆ Teams will switch ends prior to the OT.
- ◆ If there is a player in the penalty box at the end of the regulation time, that player's penalty will continue into the overtime, and the penalized team will play short handed.
- ◆ In the case where penalties require the non-offending team to have a man advantage, a skater will be added to achieve a 4 on 3 advantage. The player in the penalty box shall return to play as the penalty expires. At the next **stoppage of play** following this scenario, the teams would be required to return to a 3 on 3 situation.
- ◆ If a championship game is tied at the end of regulation a regulation length (17 minutes for Varsity and 15 minutes for JV or Girls) sudden death 3 on 3 stop time overtime will be played. Teams will switch ends prior to the start of the OT.
- ◆ There will be **no additional** time-outs given to either team during the sudden death overtime. If a team did not use their time-out during the regulation game, they may use it during the sudden death overtime.

SHOOTOUT

- ◆ If the game is still tied at the end of the sudden death overtime, there will be a shootout with each team having 5 different players shoot.
- ◆ Teams will switch ends prior to the shootout.
- ◆ ***Any players who are in the penalty box at the end of the sudden death overtime serving a penalty or that are penalized at 00:00 at the end of sudden death overtime must stay in the penalty box during the shootout and are not eligible to shoot in the shootout.***
- ◆ At the beginning of a shootout, the home team will be given the choice of whether to go first or second. From that point forward in the shootout and sudden death shootout, the shooters will alternate between teams.
- ◆ During a shootout or a sudden death shootout, the goalie(s) may not be one of the shooters.

- ◆ During a shootout or a sudden death shootout, the goalie may be substituted for another goalie who was/is on the bench before or between shots. There is no limit to the number of times the team can change their goalie between shooters.
- ◆ If a team does not use a time-out during regulation play or sudden death overtime, they may use it during the shootout, or sudden death shootout should that occur.

SUDDEN DEATH SHOOTOUT

- ◆ If the game is still tied at the end of the shootout, there will be a sudden death shootout.
- ◆ Teams will not switch ends.
- ◆ Each team will have one player shoot.
- ◆ If one team scores and the other team does not, the team that scores will be declared the winner. If both teams score, or neither team scores, both teams will again have one player shoot, and the sudden death shootout will continue until there is a winner.
- ◆ Players who shot during the shootout may not shoot in the sudden death shootout until all the players on the bench with the fewest players have shot.
- ◆ *Any players who are in the penalty box at the end of the sudden death overtime serving a penalty or that are penalized at 00:00 at the end of sudden death overtime must stay in the penalty box during the shootout and are not eligible to shoot in the sudden death shootout.*
- ◆ If all the eligible players on the bench have shot, then the team may begin going through the eligible players on the bench again in any order.
- ◆ If one team has more players eligible to shoot than the other team, the team with more registered players may begin going through the eligible players a second time when the team with fewer players begins going through their roster a second time.

UNIFORMS

- ◆ The home team shall wear light/white jerseys.
- ◆ The visiting team shall wear dark/colored jerseys.
- ◆ Teams should bring both sets of jerseys to each game.

LOCKER ROOMS

- ◆ The head coach or assistant coach, if the head coach is not present, is responsible for the locker room. This responsibility cannot be delegated to a parent or team volunteer. A parent may check out the key, but ultimately the head coach is responsible for the locker room conditions and activities within the locker room.
- ◆ Should any player or team willfully damage any property at any ice facility, all cost for repairs or replacement shall be paid by the team concerned. Arrangements for restitution shall be made immediately with the rink management.
- ◆ Notice of such damage will be given to the tournament directors to determine if removal of the player and/or team from the tournament is appropriate.

DISCIPLINE AND PENALTIES

- ◆ Any player receiving a major and or game misconduct penalty for fisticuffs (fighting) shall automatically be ejected for the **duration of the tournament**.
- ◆ Any player, coach, team, team official, parent, or spectator who demonstrates rude, vulgar, damaging, or unsportsmanlike conduct during the tournament at any of the tournament venues is subject to discipline by the HPHL representative(s) in attendance and at the sole discretion of the HPHL representative(s). This may include removal from ice arena, suspension from games, or

expulsion from the entire tournament.

- ◆ Failure to comply will result in the affiliated team forfeiting the game.

FORFEITS AND PROTESTS

- ◆ Any team which fails to appear for a scheduled game shall (1) forfeit that game, (2) shall pay for all expenses, including but not limited to referee's fees and all ice costs for the forfeited game and (3) may be subject to additional penalties as determined by the league.
- ◆ The tournament staff has the right to change a game time or rink assignment if circumstances beyond their control occur (ie; weather, loss of the availability of the rink, loss of power, etc.).
- ◆ The HPHL Tournament Committee reserves the right to make final decisions in terms of interpreting the tournament rules and resolving issues or disputes as necessary.
- ◆ The decisions of the HPHL Tournament Committee are final and not subject to appeal.
- ◆ Protests on referee calls during the game will not be considered.

SPECTATOR ENTRY FEES

- ◆ There will be no entry fee for spectators.