

VERMONT HOCKEY STATE TOURNAMENT

VERMONT STATE TOURNAMENT RULES AND REGULATIONS

(this document reflects Section 9 of the Tournament Annual Guide)

9. State Tournament Format – Tier 2 and Tier 3 Divisions

- a. The VSAHA Tier 2 and Tier 3 State Tournament is composed of one preliminary Playdown Weekend and one Championship Weekend.
- b. The top two (2) teams at the conclusion of each playdown tournament will play in Championship Weekend. Championship games shall be a single game decided by the team scoring the most goals.
- c. For all State Tournament games:
 - i. Each team shall play a maximum of two (2) games per day.
 - ii. There shall be four (4) hours scheduled between the end of the first game and the start of the second game that a team plays on the same day. The State Tournament Director can grant a shorter duration on exception; but in no case will the period be less than two (2) hours.
 - iii. There shall be at least twelve (12) hours scheduled between games on consecutive days.
 - iv. State Tournament games should not be scheduled to start prior to 8 AM or after 9 PM. Tournament Site Directors can schedule prior to 8 AM with the approval of the State Tournament Director.
 - v. Any State Tournament game may start up to fifteen (15) minutes earlier than the scheduled game time at the discretion of the Tournament Site Director.
 - vi. All State Tournament games shall follow the Stop Time Period and Penalty Minute Guidelines outlined in these Rules and Regulations.
 - vii. The Tournament Site Director shall set the ice resurfacing schedule based upon the host site's guideline
 - viii. A six (6) goal differential in the third period will cause the clock to run for the duration of the game, regardless of scoring. Referees may stop the clock for injuries or another reason at their discretion.
- d. Seedings for State Tournament shall be based upon points gained from qualifying games within the division. The VSAHA State tournament format is made up of pool play followed by a semifinal round when necessary and then a final game at Championship weekend.
- e. For round robin or pool play in the Playdown Weekends:
 - i. VSAHA shall establish the tournament format and publish the schedule at least 10 days prior to the start of the tournament.
 - ii. When a tournament has a total team count of three (3), four (4), or five (5) teams, the top two (2) teams finishing with the Highest Value of Game Points (with Tiebreakers if applicable) shall advance to Championship Weekend. The higher seeded team, as determined by regular season division standings, shall be the home team in Championship Weekend.
 - iii. When a tournament has a total team count of six (6) or more teams, teams will be divided into two (2) brackets determined by regular season division standings. The top two (2) teams from each bracket, finishing with the Highest Value of Game Points (with Tiebreakers if applicable), will advance to a semi-

final game. The number one team from bracket A will play the number two team from bracket B, and the number one team from bracket B will play the number two team from bracket A. The winner from each semi-final game will advance to Championship Weekend. The higher seeded team, as determined by regular season division standings, shall be the home team in Championship Weekend.

- iv. If the playdown game is tied at the end of regulation, there shall be a two (2) minute break and one stop time sudden victory overtime period half the length of Period 1.
- v. Round robin games shall have only one (1) timeout during regulation play. Teams are not allowed to call a timeout in overtime.
- vi. Total points after round robin play will determine standings.
 1. Two (2) Points for a win
 2. One (1) Point for a tie
 3. When teams have the same number of Game Points, the VSAHA Tiebreaker shall be used to determine which team(s) advance.
- vii. VSAHA has adopted Steps 1 and 2 of the USA Hockey National Championship Tournament Guidebook for tiebreaker rules. Abbreviated Version Below, [click here for full explanation](#).
 1. **Step 1:** The results of only the head-to-head games played between the tied teams in the following order:
 - a. Most points earned.
 - b. Most total wins.
 - c. Most regulation wins.
 - d. Differential
 - e. Quotient
 - f. Most periods won
 - g. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, continue to Step 2.
 2. **Step 2:** The results of all the games played by the teams tied in the following order.
 - a. Most total wins
 - b. Most regulation wins.
 - c. Differential
 - d. Quotient
 - e. Most periods won
 - f. Lowest number of penalty minutes
 - g. Quickest first goal
 3. If the above procedure does not break the tie, a coinflip will be used.

f. For Semi-Final play in the Playdown Weekends and Championship Weekend games:

- i. There shall be overtimes when any of these games finish the third period (regulation) with a tied score. Overtimes shall be administered in the following manner:
 1. There shall be a two (2) minute rest period.

2. Teams shall play a 5 on 5 (5 skaters plus a goalkeeper), five (5) minute Stop Time Period without switching ends.
 3. The game shall end immediately upon a team scoring a goal.
 4. If no goal was scored during the period, there will be either:
 - a. An ice-resurfacing. Ice re-surfacing shall occur following the first (1st) overtime and every three overtimes thereafter (4th, 7th, etc.); or
 - b. A two (2) minute rest period.
 5. Upon returning to the ice, teams shall switch ends and play a 5 on 5 (5 skaters plus a goalkeeper), ten (10) minute overtime period.
 6. Jump to Step 4 above and repeat the following steps until a goal is scored.
- ii. Each team shall have one (1) timeout during the game (for use during regulation or overtime).
 - iii. Games Points are not awarded, and Tiebreakers shall not be used; teams must win the game to advance to Championship Weekend.

10. State Tournament Format – Tier 4 Divisions

- a. The VSAHA Tier 4 State Tournament is composed of a double elimination tournament taking place over the course of one or two weekends culminating with the final game(s) at Championship Weekend.
- b. For all State Tournament games:
 - i. Each team shall play a maximum of two (2) games per day.
 - ii. There shall be four (4) hours scheduled between the end of the first game and the start of the second game that a team plays on the same day. The State Tournament Director can grant a shorter duration on exception; but in no case will the period be less than two (2) hours.
 - iii. There shall be at least twelve (12) hours scheduled between games on consecutive days.
 - iv. State Tournament games should not be scheduled to start prior to 8 AM or after 9 PM. Tournament Site Directors can schedule prior to 8 AM with the approval of the State Tournament Director.
 - v. Any State Tournament game may start up to fifteen (15) minutes earlier than the scheduled game time at the discretion of the Tournament Site Director.
 - vi. All State Tournament games shall follow the Stop Time Period and Penalty Minute Guidelines outlined in these Rules and Regulations.
 - vii. The Tournament Site Director shall set the Ice resurfacing schedule based upon the host site's guidelines.
 - viii. A six (6) goal differential in the third period will cause the clock to run for the duration of the game, regardless of scoring. Referees may stop the clock for injuries or another reason at their discretion.
- c. A double elimination bracket will be made based on random drawing of teams by the tournament committee.
- d. The bracket and schedule will be made available at least 10 days prior to the start of the tournament.
- e. There shall be overtimes when any of these games finish the third period (regulation) with a tied score. Overtimes shall be administered in the following manner:
 - i. There shall be a two (2) minute rest period.

- ii. Teams shall play a 3 on 3 (3 skaters plus a goalkeeper), five (5) minute Stop Time Period without switching ends.
- iii. The game shall end immediately upon a team scoring a goal.
- iv. If no goal was scored during the period, there will be either:
 - 1. An ice-resurfacing. Ice re-surfacing shall occur following the first (1st) overtime and every three overtimes thereafter (4th, 7th, etc.); or
 - 2. A two (2) minute rest period.
- v. Upon returning to the ice, teams shall switch ends and play a 3 on 3 (3 skaters plus a goalkeeper), ten (10) minute overtime period.
- vi. Jump to Step 4 above and repeat the following steps until a goal is scored.
- vii. Each team shall have one (1) timeout during the game (for use during regulation or overtime).

	STOP TIME PERIOD GUIDELINE			PENALTY MINUTE GUIDELINE		
	Period 1	Period 2	Period 3	Minor	Major	Misconduct
Youth & Girls 10U	12 Min	12 Min	12 Min	1 Min	3 Min	6 Min
Youth & Girls 12U	12 Min	12 Min	12 Min	1 Min	3 Min	6 Min
Youth 14U 16U & 18U Girls 14U 16U & 19U	15 Min	15 Min	15 Min	1.5 Min	4 Min	8 Min
There is no overtime during regular season **National Bound ages will be playing longer periods for qualifying games**						