



**2024 JV/MS**

# **Tournament Rules**

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# SECTION 1

## ELIGIBILITY GUIDELINES

### **PART A – Team Participation Requirements**

1. All participating teams shall be members of the Pennsylvania Interscholastic Hockey League from the Junior Varsity and Middle School levels.
2. All association accounts receivable must have a zero balance as of the final day of the regular season or the team will not be permitted to participate in any post-season PIHL games.
3. Each team shall be certified to be in good standing with the Mid-American District of USA Hockey.
4. All participating teams must submit a fully-completed tournament entry form no less than 14 days prior to the final day of the PIHL regular season.

### **PART B – Team Financial Requirements**

1. The “per team, per game” fee at each level of play shall be established by the PIHL Commissioner’s Office.
2. Each team shall pay the assigned “per team, per game” fee for each game played in the tournament.
  - a. All teams shall submit three deposit checks, each exactly equal to one “per team, per game” fee.
  - b. Deposit checks shall be received no less than 10 days prior to the final day of the PIHL regular season, and failure to make this payment shall exclude the team from the tournament.
  - c. The first check will be deposited by the PIHL upon receipt. Advancing teams shall have a check deposited by the PIHL for each subsequent game played in the tournament. Additional checks for additional games, if needed, will be collected by the PIHL at the semifinals and finals, as coordinated by the PIHL Commissioner’s Office with the corresponding teams. Teams who do not advance in the tournament will have its corresponding deposit check(s) shredded by the PIHL Commissioner’s Office.
3. The association must have a zero-balance owed to the PIHL as of the deposit deadline or the team shall not be permitted to participate in the tournament.

### **PART C – Player Eligibility Requirements**

1. All players must meet all eligibility requirements of the PIHL in order to participate JV/MS tournament games.
2. All players must appear on the USA Hockey Roster and PIHL Roster in order to be eligible for participation in the tournament with that team.
3. Any team found to have used an ineligible player shall be issued a forfeiture for all games in which the player participated.
4. Players must appear on a game roster (scoresheet roster) as participating in at least 50% of his/her team’s regular-season PIHL games to be eligible for participation with that team in the tournament.
  - a. Regular season games at the JV2 level shall count towards JV1 games
  - b. Regular season games at the MS2 level shall count towards MS1 games

## **PART D – Eligibility Verification Procedures**

1. All participating teams must have their “Team Book Check” – including a player eligibility verification by a date determined by the PIHL Registration Coordinator.
2. All teams must submit a recertified PIHL roster – which lists all players potentially eligible to compete in the tournament – by a date determined by the PIHL Registration Coordinator.
  - a. A signature from the school principal must be applied to the roster by a date determined by the PIHL Registration Coordinator, which shows evidence that all players currently attend that school and meet the academic and eligibility requirements of that school district.
3. The PIHL Commissioner’s Office shall consider requests for exemption to the minimum game requirement in situations where the duration of an injury or illness clearly prevented the player from meeting the requirement.
  - a. All such requests must be made using only the “Injury Exemption Request Form” and must be fully submitted no later than the final day of the JV/MS regular season.
  - b. The PIHL Commissioner’s Office shall issue a ruling on all requests.
  - c. There shall be no appeal permitted on rulings made for or against the minimum game requirement.

## **SECTION 2**

# **TOURNAMENT ADMINISTRATION**

## **PART A – Tournament Format**

1. The PIHL JV/MS Tournament shall be a single-elimination, single-seeded tournament for all levels/pools.
  - a. The winner of each game shall advance to the next round of the tournament; the losing team in each game shall be eliminated.
  - b. Teams shall advance through the tournament strictly according to the bracket (no reseeding).
2. The number of teams participating in the JV/MS Tournament shall be determined by the number of PIHL teams that complete the entry form, submit the deposit(s), and meet the team requirements.
3. The PIHL Commissioner’s Office shall use the number of entered teams and the Seeding Procedures to determine the number of rounds, the layout of each pool’s bracket, and the potential game sites.

## **PART B – Seeding Procedures**

1. At both the Junior Varsity and Middle School levels, respectively, the participating teams shall be divided into five unique pools based on PIHL regular-season record, as follows:
  - a. All teams in Tier 1, regardless of record, shall be placed into Pool A.
  - b. All teams above .500 in Tier 2 shall be placed into Pool B.
  - c. All teams at or below .500 in Tier 2 shall be placed into Pool C.
  - d. All teams above .500 in Tier 3 shall be placed into Pool D.
  - e. All teams at or below .500 in Tier 3 shall be placed into Pool E.
2. A team may opt-up to a higher pool by designating this intent on the tournament entry form.
3. Brackets are created for each pool by the PIHL Commissioner’s Office based on the number of participating teams within the pool.
  - a. Teams are placed into the bracket with a general emphasis on creating “new/unique” opponents instead of match-ups that have already occurred during the regular season.
  - b. Winning percentage shall be a secondary consideration to match teams with more wins against teams with fewer wins.

## **SECTION 3**

# **GAME ADMINISTRATION**

### **PART A – Game Scheduling**

1. All games shall be scheduled by the PIHL Commissioner's Office and played only on ice time purchased by the PIHL.
2. All preliminary games shall be held at pre-determined sites.
  - a. Games shall be scheduled with a general consideration of creating a neutral-site venue, as best as possible.
3. The semifinal and final games shall also be played at pre-determined sites, but there shall be no consideration for a neutral-site venue.
4. Any team not appearing for its scheduled game shall be issued a forfeiture and shall be charged the full costs of the forfeited game.

### **PART B – Home Teams**

1. For each round, the home team shall be the team shown in the upper line of the pod on the official tournament brackets, regardless of winning percentages, location, or any other factor.
2. The home team shall occupy the bench designated for the home team and reserve all rights granted to the home team by the applicable rulebooks.

### **PART C – Uniforms & Equipment**

1. All player uniforms and equipment must meet the JV/MS requirements cited within the current PIHL Playing Rules.
2. The home team shall wear predominantly white-colored jerseys; the visiting team shall wear predominantly dark-colored jerseys. No alternate agreements shall be made between the teams regarding home and away colors.

### **PART D – Game Personnel**

1. The PIHL Commissioner's Office shall be responsible for arranging of all On-Ice Officials, Game Coordinators, Emergency Medical Providers, and Security Guards for all tournament games.
2. An Emergency Medical Provider shall be present and on-duty in order for any tournament game to start or proceed, as defined within the PIHL Playing Rules.
3. Each team shall provide one responsible, screened adult to serve as the team's Penalty Box Attendant for each of the team's games. Those persons should report to the correct penalty box prior to the start of the game's warm-up period.
4. Security Guards, tournament officials, and rink personnel reserve the right to remove fans who interfere with the game, interact inappropriately with those involved in the competition, or exhibit actions that are detrimental to the spirit and values of youth sports.

## **PART E – Admissions**

1. There shall be no admissions fee charged to spectators by any entity for any tournament game.
2. A 50/50 contest shall only be conducted if both participating teams in the game get 25% of the total pot, regardless of which team coordinates the contest.
  - a. The breakdown shall be: 50% to winning ticket holder, 25% to home team, 25% to away team
  - b. There shall only be one 50/50 contest per game; any team wishing to conduct a 50/50 contest at its game shall contact the opposition prior to the game to coordinate the contest.
3. No other contests, raffles, drawings, or similar shall be conducted at any tournament game without express written consent from the PIHL Commissioner's Office.

# **SECTION 4**

## **PLAYING RULES**

## **PART A – Rulebooks**

1. All playing rules shall follow the current "Official Rules and Casebook of Ice Hockey" issued by USA Hockey, except where superseded by the current edition of the PIHL Playing Rules.
2. All exceptions to an applicable rules document shall be stated within these PIHL JV/MS Tournament Rules.
3. As the representatives of the applicable rulebooks, the On-Ice Officials shall be the authority of the on-ice play in all tournament games.
  - a. All games for all rounds of the tournament shall be officiated using the 2- referee system, in accordance with PIHL Playing Rules.

## **PART B – Time of Play**

1. All tournament games shall consist of three, 13-minute periods using stop-time.
2. There shall be a 3-minute warm-up period prior to the start of each game. The scoreboard buzzer shall sound at the conclusion of the warm-up period, at which time all warm-up activity shall end.
3. Each team shall be permitted a maximum of one timeout of 1-minute in length during regulation time.
4. A "running clock" procedure shall be implemented if either team takes a lead of 7 goals and shall continue to run – with the lone exception being a lengthy injury stoppage – throughout the remainder of the game, unless the difference in score is reduced to 5 goals.
5. There shall be no curfew applied at any time to any tournament game.
6. The ice shall be resurfaced prior to the start of the warm-up period and no further ice resurfacing shall occur until the full completion of the game, including any overtime period and shootout.
7. All games with a tied score at the end of regulation time shall then have overtime. The procedures for overtime shall be done in accordance with the tournament rules for Overtime Periods.
8. Any tournament game not played to completion shall be considered a suspended game. The PIHL Commissioner's Office shall review all instances of suspended games, and upon full investigation, shall issue a ruling to resolve the matter within 24 hours of the start time of the suspended game.

## **PART C – Overtime Periods**

1. Overtime shall be played for all tournament games with a tied score at the end of regulation time.
2. The overtime period shall be 7 minutes of sudden-victory, stop-time play.
3. The on-ice manpower for the overtime period shall be based upon 3-on-3 play, with all applicable penalties carrying over from the end of the previous period.
4. There shall be no timeouts permitted in overtime, even if a team has not used a timeout during regulation time.
5. Tournament overtime shall utilize the following protocol for all games:
  - a. A 1-minute intermission shall take place immediately following the conclusion of regulation time.
  - b. Teams shall switch defending end zones between the end of regulation time and the start of the overtime period.
6. If no scoring takes place during the overtime period, a shootout shall then be conducted to determine the winner.

## **PART D – Shootout Procedures**

1. If a shootout must be conducted, the referees shall instruct all skaters to return to their respective benches at the end of the overtime period and shall signal for the shootout to begin immediately.
  - a. All players must remain fully inside the team bench throughout the shootout unless he/she is a goaltender participating in the shootout or a skater attempting the current shot.
  - b. No timeouts are permitted prior to or during the shootout, and no additional warm-up time shall be granted to any skater or goaltender.
  - c. A new goaltender may be used at any point of the shootout as long as that goaltender meets the eligibility requirements.
2. In order to be eligible for any portion of the shootout, a player must meet all of the following criteria:
  - a. The player must have been listed on the game roster and be in full uniform at the end of the overtime period.
  - b. Players who were injured during the game are still eligible to participate in the shootout unless the player has been removed from participation by the directive of the Medical Provider.
  - c. A player who was serving a penalty at the conclusion of overtime is not eligible for the shootout.
  - d. Goaltenders are not eligible as shooters; skaters are not eligible as goaltenders.
3. The shootout format shall be:
  - a. The goaltender from each team shall defend the net closest to his/her team's bench throughout the shootout.
  - b. The home team shall have the option of shooting first or defending first, which shall then apply to all rounds of the shootout.
  - c. All shots shall be governed in accordance with USA Hockey rules for Penalty Shots.
  - d. The shootout shall consist of 5 rounds unless, at any point, one team holds a shootout lead greater than the number of shooters remaining for the opposing team.
  - e. Teams must use 5 unique shooters, each of whom meets the participation requirements of the shootout. <sup>8</sup>
4. If the shootout score is tied after 5 rounds, sudden-victory shootout rounds shall be initiated.
  - a. Each team shall designate 1 eligible shooter at the start of the round, and there shall be no restrictions on the number of times an eligible shooter can be used in the tiebreaker rounds.
  - b. A winner is determined by one team scoring in the same round that the other team does not.

## **PART E – Suspensions and Discipline**

1. All suspensions and disciplinary actions acquired by players, coaches, team officials, teams, and associations shall carry-over from the regular season to the PIHL JV/MS Tournament.
2. Suspensions and disciplinary actions obtained in the tournament shall apply to the subsequent rounds of the tournament for winning teams and/or into the next PIHL regular-season for losing teams under the terms of the PIHL Playing Rule for “Carryover Suspensions.”
3. Any player issued a Match Penalty in a tournament game shall not be guaranteed to have the required hearing prior to the team’s next tournament game.
4. The “proper authority” for all supplemental discipline, as cited by the USA Hockey rulebook, shall be the PIHL.

## **PART F – Protests and Disputes**

1. There shall be no protests permitted for tournament games.
2. The PIHL Commissioner’s Office shall be empowered to make all decisions, resolve all disputes, and enact any appropriate policies to address matters not covered within these tournament rules or applicable rulebooks.
3. Rulings required for any dispute must be made within 24 hours of the completion of the game in question.
4. All decisions made by the PIHL Commissioner’s Office shall be final and, as such, shall not be eligible for appeal.