

# **Trophy Hunter's Shoot-Out Tournament**

## **Nov. 18<sup>th</sup> – 20<sup>th</sup> 2022**



**All Girls 10U / 12U / 14U**

**[www.fdlblueline.com](http://www.fdlblueline.com)**

**Shoot-Out Goalie Trophy for 10U / 12U / 14U**  
**Placement Trophies for 1<sup>st</sup> - 3<sup>rd</sup> Place & Consolation Champ.**

### **Pre-Game Shoot Out:**

- Five Player Shoot Out prior to each bracket game.
- Five Players from each team must check in at the score clock area 45 seconds before warm-ups end.
- Shootout begins immediately after warm-ups.
- Each shooter has 15 seconds to shoot once the previous shooter has taken their shot, rotating teams shooting, Home team shoots first.
- Each team will have five of its players shoot even if they've lost the shoot-out early on.
- All skaters must shoot in a pre-game shootout before a past shooter may shoot again.
- No pregame shootouts once teams have been seeded. (typically 10 players between two games participate)
- USA Hockey Rules for shootouts will govern the shootout.
- A Shootout Trophy will be awarded to the team acquiring the highest number of shootout goals/ % yield.
- Teams with more than one goalie must designate which goalie will participate for all of their team pre-game shoot-outs. No changes. No Exceptions. This goalie does not need to start the game.

### **General Rules & Information:**

- All games are played under USA Hockey Rules including penalty times. (10U 1:00 min / 12U/14U 1:30 min)
- Team Rosters are frozen at the time that team starts their first game – no additions will be allowed.
- Teams listed first in pairings will be considered the HOME teams, and will be asked to wear the light colored jerseys when possible. If there is only one jersey, it is the coach's responsibility to communicate with the other team.
- Tournament Director reserves the right to disqualify a player or coach based on poor behavior, rule violations, or unsportsmanlike conduct in reference to the Zero Tolerance Policy. Coaches/Team Manager's please make sure your spectators abide by our Zero Tolerance Policy in the stands/viewing.
- Any player receiving four penalties will be removed from the remainder of the game.
- Any player receiving a major penalty, deemed serious with intent to injure, will result in a five (5) minute major (including boarding & checking from behind) and will result in game disqualification for that player, in accordance with USA hockey rules.
- Result boards will be posted in the lobby, possible online scores posted - we will keep you updated.
- Pool Play Game Points are based on the following format:
  1. ● Game victory = 6 pts.
  2. ● Game tie = 3 pts.
  3. ● Game loss = 0 pts.
  4. ● Shutout = 1 pt. (can be awarded to both teams if a final score of zero to zero)
    - 2022 THT will not have a 3rd place winner for the 10U age division

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### Game Times:

- 10U level will play (3) 12 minute, stop time periods. 12U / 14U will play (3) 15 minute stop time periods.
- A six goal lead at any time in the game will result in running time until the lead falls to less than six goals.
- Four minute warm-up prior to each game. Shootout participants must be lined up with 45 seconds left.
- Resurfacing will be done after each game.
- Each team will be permitted (1) one minute time out per game.
- Teams must be ready to play 20 minutes prior to the scheduled game time. Games may start earlier when time permits, and both teams need to be ready.

### Seeding Procedures:

- 8 Team: Following pool play, the teams will play one final game vs the same ranked team from the opposite pool. 1 v 1 for Championship, 2 v 2 for 3rd place, etc. Teams 3 v 3 and 4 v 4 will participate in the 5th place and friendship game.
- 6 Team: Following pool play, the top 4 point earning teams will represent seeds 1-4 in the semifinals. Seeds 5 and 6 will participate in the 5th place/friendship game.
- 5 Team (10U): The two teams with the highest amount of points following pool play will play against each other for the Championship game. There will be NO 3rd place game at the 10U age division due to odd # of teams.

### Overtime & Tie Breaking Procedures:

- In no case will any team be credited with more than (7) goals difference for statistical purposes.
- There will be no overtime in round robin pool play.
- Overtime will be considered an extension of the 3<sup>rd</sup> period and will consist of a five (5) minute sudden death running time period. The period will be played 4-on-4 with goalies, with the first team to score winning.
  1. If a tie still remains, a 5 player shoot-out will determine the winning team.
  2. If a tie still remains, a sudden death shoot-out will determine the winning team.
- Tie breaking procedures for teams tied after round robin/bracket play:
  1. Head to Head competition.
  2. Points differential (goals scored minus goals allowed)
  3. Least goals allowed.
  4. Most goals scored.
  5. Least penalty minutes.
  6. Most goals for shootouts in all games.
  7. Coin toss.
- Tie breaking procedures for goalie shoot-out tie:
  1. Points differential (most goals scored by their players during shootouts)
  2. Least goals allowed in during shootout.
  3. Least goals allowed for all played games.
  4. Coin toss.

**HAVE FUN! PRACTICE GOOD SPORTSMANSHIP, ON THE ICE, FROM THE BENCH, AND IN THE STANDS.**