



2018 JV/MS POSTSEASON TOURNAMENT

Official Tournament Rules

PARTICIPATION REQUIREMENTS

1. The association must have a zero balance owed to the PIHL as of the registration deadline or the team shall not be permitted to participate in any post-season PIHL games.
2. All participating teams must submit a fully-completed entry form via survey link by February 9, 2018.
3. Each team shall send three (3) separate checks post-dated for Feb. 26, March 12, and March 21 each in the amount of a single game fee (\$440=MS and \$450=JV). Some brackets may have 4 games, if your team is involved in a 4th game due to an early "Play-in" round, we will make arrangements with you to receive a 4th check. Checks need to be received by Friday, Feb. 16, 2018. If your team does not advance, we will send you back the check(s) that were not used
4. All participating teams must have their "Team Book Check" completed by the PIHL Registration Coordinator no later than the final day of the regular season. This includes Credentials Verification and re-certified USA Hockey roster.

PLAYER ELIGIBILITY

1. Players must appear on a game roster (scoresheet) for at least 50% of regular-season PIHL games with a team to be eligible for participation with that team in the JV/MS Postseason Tournament (JV = 8 games; MS = 7 games).
 - a. This requirement is verified only via the PIHL Game Verification Form.
2. Requests for an exemption to the minimum game requirement due to extended injury or illness only. All requests must be properly submitted using the Injury Exemption Request Form by February 23, 2018.
3. No player may participate in the tournament if he/she does not appear on that team's USA Hockey roster and meet all eligibility guidelines of the PIHL.
4. Any team caught using an ineligible player shall forfeit all games in which the player was used.

PLAYING RULES

1. All playing rules will follow that of the "2017-21 Official Rules and Casebook of Ice Hockey" issued by USA Hockey, except where superseded by the current rules of the PIHL Playing Rules published by the Pennsylvania Interscholastic Hockey League.
2. Additional exceptions shall be stated herein and shall trump all of the above rulebooks.

SUSPENSIONS AND DISCIPLINE

1. Any player issued a Match Penalty in a tournament game is not guaranteed a hearing prior to their next game. All hearings shall be conducted by the proper disciplinary authority under USA Hockey.
2. All suspensions and disciplinary actions acquired by players, coaches, team officials, teams, and associations shall carry over from the regular season into the tournament.
3. Suspensions and disciplinary actions shall carry over from one round to the succeeding rounds.



4. Suspensions and disciplinary actions obtained in the team's final game of the tournament shall follow the individual and/or group into the following PIHL season.

SEEDING PROCEDURES

1. Junior Varsity teams will *attempt* to be divided at each level into four unique pools, as follows:
 - a. All teams in Tier 1, regardless of record, are placed into Pool A
 - b. All teams above .500 in Tier 2 are placed into Pool B
 - c. All teams at or below .500 in Tier 2 are placed into Pool C
 - d. All teams in Tier 3, regardless of record are placed into Pool D
 - e. Note: Teams may opt-up to a higher group
2. Middle School teams will *attempt* to be divided at each level into five unique pools, as follows:
 - a. All teams in Tier 1 are placed into Pool A
 - b. All teams above .500 in Tier 2 are placed into Pool B
 - c. All teams at or below .500 in Tier 2 are placed into Pool C
 - d. All teams above .500 in Tier 3 are placed into Pool D
 - e. All teams at or below .500 in Tier 3 are placed into Group E
 - f. Note: Teams may opt-up to a higher group
3. Brackets are created for each pool based on the number of participating teams within the pool.
4. Teams are placed into the bracket with an emphasis to create "new" opponents instead of opponents already played in the PIHL regular season.
 - a. Winning percentage shall be a secondary factor to match teams with better records against teams with lower records within each pool in the first round.
5. The winner of each game shall advance to the next round of the tournament. The loser of each game is eliminated from the tournament.
 - a. Teams shall advance through the tournament according to the bracket (no reseeding).

GAME SCHEDULING

1. All games shall be scheduled by the Tournament Director and played on ice purchased by the tournament.
2. The Tournament Director shall make arrangements for all Referees, EMT's, Security, and Game Coordinators.
3. All preliminary-round games shall be held at neutral sites, as best as possible.
4. All semifinals and finals shall be held at Ice Castle Ice Arena in Castle Shannon, PA.

HOME TEAMS

1. For each round, the home team shall be the team shown in the upper pod of the official tournament brackets, regardless of winning percentages or any other record.
2. The home team shall wear their white uniforms and shall occupy the players' bench designated for the home team, as well as reserve all rights granted to the home team by the USA Hockey Rulebook.

ADMISSIONS

1. There shall be no admission fee charged to spectators by any entity for any tournament game.
2. A 50/50 contest shall only be conducted if both teams in the game get 25% of the total pot, regardless of which team coordinates the contest.



- a. Breakdown: 50% to the winning ticket, 25% to home team, 25% to visiting team
- b. There shall only be one 50/50 contest per game. Any team wishing to conduct a 50/50 contest in their 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 game without express written consent from the Tournament Director.

ON-ICE OFFICIALS

1. All games for all rounds of the tournament shall be officiated using the 2-referee system.
2. On-ice officials shall be assigned by the local officials association.

MINOR OFFICIALS AND STAFFING

1. The tournament shall provide two Game Coordinators for each game to operate the scoresheet and clock.
2. Each team shall provide one minor official per game to attend to the team's penalty box. Those persons should report to the correct penalty box prior to the start of the game's warm-up.
3. A qualified EMT or local qualified substitution shall be present prior to the start of all games and must be in attendance for the duration of all games.
4. Security will be required for all tournament games. 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 interscholastic sports, shall be removed from the premises by security.

TIME OF MATCH

1. Three periods of 13 minutes stop-time shall be played.
2. The ice shall be resurfaced prior to the beginning of each game, and no further ice cut shall be made.
3. A "running clock" shall be implemented if any team takes a lead of 7 goals and shall continue, with the lone exception of scoring plays (goals/penalties), throughout the remainder of the game unless the difference in score becomes 5 or less goals.
4. There shall be no curfew.

OVERTIME

1. If the score is tied at the end of regulation time, there shall be continuous, sudden-victory overtime periods consisting of 13 minutes of 3-on-3 play.
 - a. Power plays shall add players to the opposition's on-ice strength (4-on3 or 5-on 3) until the penalty(s) have expired and there is a stoppage in play, at which play shall return to 3-on-3.
2. Overtime shall commence immediately upon completion of the previous period (no rest period).
3. All penalty time shall carry over into the overtime period.
4. There shall be no ice cut provided in overtime.
5. Teams shall switch ends for the first overtime period to defend the opposite goal they defended in the third period and shall switch ends again for each successive overtime period, as needed.
6. There shall be no timeouts in overtime, even if a team has not used a timeout during regulation time.



FORFEITS

1. Any team charged with a forfeit shall be immediately removed from the tournament.
2. Teams with forfeits shall be charged with the full costs of all forfeited games.

PROTESTS

1. Protests shall only be heard in relation to the proper application of a rule and not against the judgment of any on-ice official.
2. Protests must be filed by the head coach on the official game scoresheet prior to the coach leaving the playing area at the conclusion of the game as deemed by the on-ice officials.
3. Protests will be heard by the Tournament Director within 48 hours of the conclusion of each game, with input only from the head coach of each team and the game officials (on-ice officials, minor officials).
4. All judgments made by the Tournament Director are final.