

## MHL Travel Championships Rules and Regulations

*The goal of the MHL select division is to provide a fun, competitive and enjoyable tournament for all participants, parents and spectators. USA Hockey Zero Tolerance policy will be enforced. Improper and abusive behavior will not be tolerated. It is the responsibility of all players, coaches and parents to exemplify good sportsmanship.*

### General Rules and Information:

- The USA Hockey Official Rules of Ice Hockey shall apply. Tag up offsides will be used in Bantam games.
- All players and teams must be properly registered and rostered with USA Hockey. Each team must provide their own score sheet roster stickers.
- All coaches on the bench must be properly certified to coach through the USAH CEP program and other necessary requirements.
- Teams will be responsible for any damage or littering to locker rooms and any other arena facilities or hotels. Offending teams may be disqualified from the tournament for serious violations of this provision.
- The home team is listed first on the schedule. Home team wears white/light jerseys. Visitors wear dark jerseys.
- The decisions of the game officials are final. No protests are allowed.
- **Playing Time:** All levels 14-min Stop time
- **Time Outs:** Each team is permitted one (1) one-minute time out during regulation play. No time outs are permitted in overtime play.
- **Running Time:** Six (6) goal differential. Clock stops on goals, penalties and injuries. Clock starts on next face off. Stop time resumes if goal differential is reduced to four (4) or less.
- **Start Times:** Teams must be ready to play up to 20 minutes prior to their scheduled start time.
- **Warm Up:** Teams may take the ice only after Zamboni doors are closed and game officials are on the ice. A four (4) minute warm up shall be allowed. Players are to take their positions and officials are directed to start play without delay upon the expiration of the 4 minute warm up period.
- **Points rewarded per game:** 2 Pts for Win, 1 point for OT or SO Loss, 0 points for regulation loss.
- **Ties:** All games shall be played until a winner is determined by a 3 on 3 five (5) minute overtime; shootout; and sudden death shootout as further provided below.
  - **Shootout:** In the event that the game is still tied after overtime play, there shall be a three (3) player shootout with the team scoring the most goals winning after each team has taken its three (3) shots. USA Hockey penalty shot rules and procedures shall apply. The visiting team shall shoot first. Players serving penalties at the end of overtime play will not be allowed to participate in the shootout.
  - **Sudden Death Shootout:** If the teams are still tied after three (3) players from each team have shot, players from each team will continue to shoot until a winner is determined.

- A player may not shoot again until all other players on his team have shot. If a team goes through all players on its roster, the players will continue to shoot in the same order as the first round until a winner is determined.

<b>Penalties:</b>	Minor penalties:	2:00
	Major penalties:	5:00
	Misconduct:	10:00

- Any player assessed a **match penalty or fighting penalty** will be immediately suspended from the remainder of the tournament in addition to any further penalties applicable under USA Hockey Rules.
- Any player assessed a **game misconduct** shall be suspended for the next tournament game as further provided by USA Hockey Rules.
- Each team will provide a **penalty box attendant** who shall serve as a neutral off-ice official under the direction of the game officials.

**Seeding:** Teams have been seeded based on results of the scores submitted to MHL by deadline of 12/31/18

**Tiebreakers:** If teams are tied with an equal number of total points, the following criteria shall be used to break ties:

- Head-to-head result of game between the tied teams
- Most Regulation Wins
- Total goal differential from all games played
- Fewest goals against
- Total goals for
- Fewest penalty minutes
- Coin toss

\*\*\* If two or more teams are tied in points following pool play and a clear winner cannot be determined using head-to-head results, then the remaining tie breakers listed above will be applied in order to determine the seeding order of the teams.