



## **AWHL TOURNAMENT RULES**

- 1. HAVE FUN!**
- 2. AWHL PLAYING RULES:** All sanctioned tournaments will be conducted under the rules, regulations, and codes of AWHL, USA hockey and ASHA. TOURNAMENT RULES take precedence over any differing regular season rules. USA Hockey stresses respect for all players, refs and coaches.
- 3. TOURNAMENT FORMAT:** following point system will be used to determine team standings during pool play: **Win = 2 points • Tie = 1 point • Loss/Forfeit = 0 points**
- 4. ROUND ROBIN TIEBREAKERS:** In the event that two or more teams are tied in the standings for advancement at the end of ROUND ROBIN play, the following tiebreakers will be applied in this order:
  - A. Head-to-Head (direct comparison between two opponents in their previous game with the winner advancing)
  - B. Goal Differential: Total GOALS FOR minus GOALS AGAINST in equal number of games played. There is a 5-goal maximum in the differential for any one game.
  - C. Quotient: Dividing the goals scored by the goals scored against. There a 5-goal maximum in the differential for any one game.
  - D. Least Penalty Minutes total in all games played
  - E. Highest number of individual scorers in all games played
  - F. Highest number of assisted goals in all games played.
  - G. Team with the earliest first goal in all games played
  - H. Coin flip (2-team tie): HOME team is HEADS. AWAY team is TAILS
  - I. In the event of a multiple team tie where tiebreakers cannot determine which teams advance, the board will draw team names.

**5. OVERTIME IN SEMI-FINALS AND CHAMPIONSHIP GAMES:** If the score is tied after regulation play, a five (5) minute running clock sudden death overtime will be played.

a. If the game is still tied after the overtime period, a three (3) person shootout will take place. The **Home** team decides who shoots first. the teams will alternate shooting on goal until one team is mathematically eliminated from winning the shootout.

b. If the tie is not broken after the first shootout, a sudden death shootout will take place. Each team will alternate shooters until one team scores and the other does not.

All players on the bench are required to shoot before an individual can shoot another time.

c. If the scheduled rink time runs out before there is a winner, AWHL will apply Tiebreakers listed in Rule 4 to decide the Championship.

**6. PLAYER ELIGIBILITY/MINIMUMS/SUBSTITUTIONS:** Team representatives or coaches must confirm team roster with the scorekeeper prior to each game. ALL players MUST be registered members of AWHL in good standing.

a. **MINIMUM PLAYERS:** Teams must have a minimum of six (6) rostered members or the game is a forfeit. Game time plus five (5) minutes is forfeit time. The score of a forfeited game is 1-0 if one team with the minimum number of players is on the ice. Teams may elect to still play the game even if it is officially forfeited.

b. **SUBSTITUTIONS:** A team may add a maximum of 4 substitute players (**NOT including goalie**) to bring its **bench to no more than 10 skaters**. Only players registered in the REC division can substitute on REC teams. Only dual league or INTERMEDIATE players can sub on INTERMEDIATE teams. Subs are not allowed to score and must be clearly marked on the score sheet as a **NO GOAL SUB**.

c. **SUBSTITUTE GOALIES:** If a goaltender is ill or otherwise unavailable to play a scheduled game, then a team may use another AWHL registered goaltender, providing that this rule is not abused to give the team an unfair advantage. Teams are expected to make a good faith effort to recruit a sub goalie from within their division. If a team is found by the Board to have abused this rule to gain an advantage in play, then the team will automatically forfeit any games played with the substitute goaltender.

i. If a substitute goaltender is unavailable then the team may put a sixth player on the ice. To have goaltender privileges, a player must be wearing all required goaltender equipment.

ii. If a sixth skater is used instead of a goalie, that sixth skater must remain behind the blue line in the defensive zone.

**7. TOURNAMENT SCORING LIMITS:** A **REC player** is limited to no more than ONE hat trick for the duration of all preliminary tournament games and no more than ONE hat trick in a Championship Game. An **INTERMEDIATE** player is limited to ONE hattrick per game.

**8. GAME CLOCK:** Teams are permitted a five (5) minute warm-up time. Games shall consist of two (2) periods with a maximum 17 minute running clock and a third period with a maximum 15 minute running clock, with the last two (2) minutes of the third period STOP CLOCK.

a. The timekeeper will stop the clock at two (2) minutes remaining in the third period if the play has been stopped by an on-ice official and has not yet resumed by the dropping of a puck at the time that the clock runs down to two (2) minutes remaining.

b. A running-clock will be used in the final two minutes if there is a score differential of 4 or more points.

c. Officiating refs, AWHL Board Members or rink personnel may determine if shorter periods are needed because of scheduling constraints.

d. The referee may designate run-clock due to time constraints. The referee will notify the on-bench coach or team rep of each team when run clock is in effect. ONLY the referee has the authority to have the clock stopped during a run-clock situation. In regular tournament play, if play has been cut short by delays, the referee will reduce the time of the final period to allow the game to be completed at its scheduled time.

**9. TIME OUTS:** Each team is permitted one (1) one minute time out per game. Time out may only be called during the stoppage of play.

**10. NOISEMAKERS:** No noisemakers are permitted during any tournament games. These include, but are not limited to, cow bells, air horns, and other noisemakers.

#### **Policies to Note:**

**Alcoholic beverages will not be allowed during games, or other AWHL on ice sponsored events.** No coach or player may smoke or drink while engaged in a game. **Players/coaches that come to an AWHL, Inc. sanctioned event under the influence of mind-altering substances, e.g. alcohol, may be removed from the ice or game at the referee's discretion.** If the player/coach refuses to leave the ice at the referee's request, the team will forfeit the game and will be required to leave the ice. Violation of these rules will result in forfeiture of the game and/or suspension of the offending player or coach as determined by AWHL rules.