

STATE TOURNAMENT RULES

- 1) USA Hockey/WAHA playing rules shall be used.
- 2) 3 –15-minute stop time periods for Youth 14U. 1 1/2 minutes (minor), 4 minute(major), 8 minute (misconduct)
- 3) Running time will be in effect whenever a team has a 6 or more goal lead. While the game is in running time, the referee shall have the authority to order the clock to be stopped. The clock shall be stopped when a goal is scored, to assess a penalty, for injuries, or for unanticipated emergencies. Once the clock is stopped, it will be restarted upon completion of the ensuing face off.
- 4) Ice resurfacing will be after every two periods.
- 5) Each game will have a 5-minute warm-up time prior to the start of the game and a 3-minute rest between periods. Note: if ice is being resurfaced during the game, a 12-minute intermission will be used.
- 6) Except for Championship games, all games tied at the end of regulation play will play a maximum of two (2) overtime periods of 8 minutes in length and shall be sudden victory. If still tied after the overtime periods, there will be a shootout. The winner of the shootout will be awarded one additional goal in the final score. The shootout procedure is found on page 69 of the WAHA Guidebook. There will be no goal judges.
- 7) Each team is permitted one time out per game of one minute in duration.
- 8) The goal posts shall be anchored in a manner that would permit the goal posts to become dislodged when hit by a reasonable degree of force. WAHA requires the use of portable pegs to anchor the goal posts at all levels.
- 9) Penalties are per USA Hockey and WAHA Rules.
- 10) All teams must be ready to go on the ice 15 minutes prior to your scheduled game time.
- 11) All Rosters, Coaching Certifications, and Proof of Age will be checked upon registration.

Shootout Procedure:

The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The home team will call the coin toss. The winner of the coin toss will have the choice whether his/her team will shoot first or second.

The shootout procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand. Players are not required to be the last five on the ice. The five shooters are Coaches Pick. Any player whose penalty has not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).

The players of both teams will take the shots alternatively until a decisive goal is scored. The remaining shots will not be taken. The shootout is a 5-player event. All five shooters will get to shoot unless you reach a situation where the remaining shooters on the team that is behind cannot tie or win the shootout. For example, the first three shooters on Team A score and the first three on Team B do not. The third goal scored by Team A is the decisive goal as team B cannot tie with their remaining two shooters. The shootout ends at that point, so it could be called best of five.

If after all five shooters have taken, their shot from both teams there is still a tie, the game proceeds to a "Sudden Victory Shootout". This is sudden win 1 v 1. Players who shot in the initial shootout can shoot again in this round.

On behalf of the Verona Youth Hockey Association, we congratulate your team on making it to the WAHA State Tournament and we will do everything to make your stay with us a very enjoyable one. GOOD LUCK!