



# Northwest Hockey League Tournament



## NWHL TOURNAMENT 20120 RULES AND REGULATIONS:

Scores are to be entered onto [www.NWHLeague.com](http://www.NWHLeague.com).

**THE HOME TEAM IS RESPONSIBLE FOR POSTING THE SCORE ASAP AFTER THE GAME HAS TAKEN PLACE.**

**Both teams are responsible for accuracy of the reported scores.**

Coaches will exchange NWHL Line-Up Cards before the start of the game, BIT rules apply.

The Northwest Hockey League Tournament will be governed by USA Hockey Rules and the Northwest Hockey League Rules and Regulations.

All players participating in the tournament must have played in 75% of the league games that they are eligible. Games which a player was marked as injured or ill counts as "played". Only rostered team players will be allowed to play in the tournament. This will be strictly enforced. Exception allowed for goalie replacement as outline in NWHL Rules.

Each team will supply one volunteer for scorebox duty to run the clock and keep the scoresheet. If there is not agreement on which assignment each will take the HOME team will run the clock and the visiting team will keep the scoresheet.

Warm-up time will be 3 minutes for all tournament games.

**One-30 second time out will be permitted by each team during a game. This can only be called during stoppage of play.**

Opposing teams will shake hands immediately following the game.

NOTE: Absolutely no fighting during games will be tolerated. Referees are instructed to eject any player from a game who drops his stick or gloves or otherwise engages in fighting regardless of provocation.

Decisions of the referees on the ice will be final. NO protest will be allowed.

Same rules apply as during regular season for players/coaches receiving **a major penalty or a game misconduct**. The score sheet needs to be emailed immediately to [nwhlrebecca@yahoo.com](mailto:nwhlrebecca@yahoo.com), and to your club NWHL Representative.

## III. SEMI-FINAL GAMES

Semi-final games in divisions of eight will be played between the 1<sup>st</sup> place team of the even numbered teams against the 2<sup>nd</sup> place team of the odd numbered teams, and visa-versa. On the schedule this is designated as o1-e2 and e1-o2.

## IV. STANDINGS

The standings for each bracket will be determined on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. If two or more teams have an equal number of points, their position in the standings will be determined in the order listed below. If there are more than 2 teams tied then the tie breakers are applied until 1 or more teams are eliminated, after which the remaining tied teams go back to number 1 and start over. **(Tiebreakers are used in ascending order ONLY)**

1. Most games won in tournament.
2. Results of head-to-head competition, used only when all teams who are tied in points have played each other.  
If all teams have not played each other, go to #3.
  - a. If there are 3 or more teams tied, and all teams have played each other than sequencing of those teams will be based on points in those head to head games.
    - i. Most wins in games between tied teams
    - ii. Most points in games between tied teams
3. Fewest Goals allowed in tournament (maximum of 5 goal differential per game).
4. Most goals scored (maximum of 5 goal differential per game).
5. Earliest goal scored in the first tournament game.

If there are 3 or more teams tied, the tie breakers are applied in order until a clear 1-2-3(-4) has been determined. Example: If you reach #3 and there is a consensus 1-2-3(-4) then that will be the order of finish. If 1 prevails and 2 & 3 are still tied, then 1 would advance and the tie breakers would start over at #1 with 2 & 3.

## V. DIVISIONS (team matchups at end)

- 3 teams – each team will play each other. Teams in 2<sup>nd</sup> and 3<sup>rd</sup> will meet in semifinal; winner will play 1<sup>st</sup> in finals
- 4 teams – each team will play each other and the top 2 will advance to finals
- 5 teams – each team will play each other and the top 2 will advance to finals
- 6 teams – top 2 advance to finals
- 8 teams – split into even 4 and odd 4 and teams play each in their group. Top 2 in each group teams advance to semi-finals with #1 playing #2 from other group and winners advance to finals.

## VI. OVERTIME – ONLY semi-final or championship game

In case of a tie at the end of three periods of play during any **semi-final or championship game**, the following overtime play will be employed:

1. BIT rules must be adhered to. No player can play more than 3 consecutive minutes until all other players have had a full shift on the ice.
2. Overtime will be 5-minute running clock. The same net will be used as third period. First team to score wins. **Penalties will be carried over into overtime from regulation time.**
3. Shoot-out.
  - a. Every team must turn in a shoot out order of all players prior to the start of every semi-final and final game.
  - b. Any player remaining on the penalty bench at the end of the overtime period are not eligible to shoot until all other players have had the opportunity to shoot.
  - c. **Shootouts will be a 3-player format.** Teams will alternate shots: visitor/home. Best of 3 shots wins. If tied after the first shoot out, second shoot out will be done in the same fashion
  - d. After 2nd shoot out of 3 man - shoot out becomes sudden death. First goal wins.